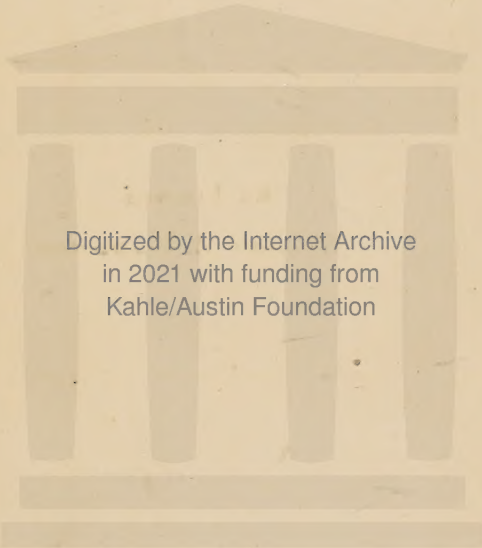


Howle's
GAMES

BY
"TRUMPS"

NEW YORK
DICK & FITZGERALD.

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THE
AMERICAN HOYLE
OR
GENTLEMAN'S
HAND-BOOK OF GAMES

CONTAINING ALL

THE GAMES PLAYED IN THE UNITED STATES, WITH RULES,
DESCRIPTIONS, AND TECHNICALITIES ADAPTED TO
THE AMERICAN METHODS OF PLAYING

BY
"TRUMPS"

ILLUSTRATED WITH NUMEROUS DIAGRAMS AND ENGRAVINGS

Twenty-first Edition



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THE AMERICAN HOYLE.

GENERAL TERMS AND RULES.

THERE are quite a number of technical terms and phrases that apply to Card games generally, an explanation of which is necessary to render the detailed description of the games perfectly clear and easy of comprehension. These include also some general rules which are always understood to be in force, unless modified or set aside by special laws.

CUTTING.—The operation of cutting to the dealer is performed by lifting from the pack a portion of the cards. A cut must consist of at least a trick; that is, if two play, at least two cards must be cut; if four play, at least four cards must be cut; and at least four cards must be left in the lower packet. Usually the division of the cards is pretty nearly equal.

The right to cut belongs, in two-handed games, to the non-dealer. In games in which more than two take part, usually to the player to the right of the dealer.

In *cutting for deal*, the person who cuts first should leave sufficient cards in the lower packet to enable the other players to comply with the above requirement. To save trouble it is usual in large companies, instead of cutting, to deal one card to each of the party. If two or more players cut or receive cards equally entitling them to the deal, they must decide the tie by cutting again. (*See Shuffling.*)

DEALING.—The act of the dealer in distributing in a proper manner the prescribed number of cards to each player. In dealing, the dealer commences with the player to his left, and deals in rotation to the left to each player, himself last. The dealer delivers the cards face downwards, in rounds of one, two, or more at a time, in accordance with the rules of the game played.

Any irregularity in the course of the deal (as, for instance, exposing the face of a card, dealing a card out of turn, etc.), constitutes what is known as a "misdeal". In the event of such the deal is cancelled, and the right to deal usually passes to the player next in rotation. Where, however, the deal is of no advantage, the same dealer deals again.

DISCARDING.—When the rules of a game permit or require a player to reject one or more cards from his hand, it is called *discarding*, and the rejected cards are termed the *discard*. Discarded cards are always laid aside, face downwards, unless otherwise directed by the rules of the game.

ELDEST HAND.—The player to the left of the dealer. In most games the eldest hand has the lead, or the first "say"; or both.

FACED CARD is a card lying in the pack with its face upwards, so as to be seen in dealing, and in most games renders a fresh deal necessary.

FACE (or COURT) CARDS.—The King, Queen, and Knave of each suit.

FIRST IN HAND.—In some games a player has the option of retiring from the game, or round, if he holds a weak hand. When this rule prevails, the first player to the left of the dealer who remains in the game is said to be first in hand.

FOLLOWING SUIT.—If a subsequent player plays a card of the same suit as the card led, he is said to follow suit. In many games a player is *required* to follow suit, if he is able to do so. In others, the so doing is optional.

HAND.—The term "hand", as applied to card games, signifies primarily the number of cards dealt to each player. It has, however, two meanings, being also applied to (2) the person playing such cards, and (3) the play of the cards dealt at one time to all the players. For example, at the game of Whist:—

(1) The thirteen cards dealt to each player are known as his *hand*.

(2) The player to the left of the dealer is known as *second*, or *eldest hand*, the next player as *third hand*, and the player to the right of the dealer as *fourth hand*.

(3) When all the cards are played the *hand* is finished.

HEADING THE TRICK.—In some games each player is required, not merely to follow suit, but, if he is able to do so, to play a card superior to any previously played to the trick. This is known as "heading the trick".

INCORRECT PACK.—In every card game, when a pack of cards is

discovered to be incorrect, the following general rule comes into operation: "If a pack is discovered to be incorrect, redundant, or imperfect, the deal in which the discovery is made is void. All preceding deals stand good."

LAY CARD.—Any card other than a trump.

LAY (OR PLAIN) SUIT.—Any suit other than trumps.

LEAD.—After the cards have been dealt, and the trump (if any) determined, the player to the left of the dealer (eldest hand), or other person who obtains the privilege, as the case may be, leads a card; and the suit to which the card he led belongs is called the *suit led*.

LOVE.—This term denotes that a player has not yet scored a single point. When all the players engaged are thus situated, it is called *Love-all*.

PACK.—A full pack contains fifty-two cards—thirteen of each suit. A Piquet or Euchre pack consists of thirty-two cards—all below the Seven in each suit being rejected. A pack never consist of more than fifty-two cards, except when that modern innovation, the Joker, is employed; then the pack consists of fifty-three cards.

PIPS.—The spots on the face of a card, thus: the Ace has one pip, and the Ten has ten pips.

PLAYING OUT A HAND.—There is a general rule which should govern every game of cards, *i.e.*, that *every* hand should be played to a conclusion; or, if it be desired to save time, each player should expose upon the table his unplayed cards. This should be done to prevent the possibility of either side covering up a revoke.

RENEGING.—In some games certain cards have an arbitrary value, and the holder of them may revoke without penalty. This is the case in Spoil-Five, Solo, etc., where certain high trumps need not be played to the lead of a lower trump. In games where reneging is not allowed, this term is sometimes improperly substituted for *revoking*.

RENOUNCE.—When a player having no card of the suit led plays, not a trump, but a card of some other suit, he is said to renounce. (*See Trash.*)

REVOKE.—In games where it is obligatory to follow suit, if a player fail to do so, although holding a card or cards of the same suit led, he is said to revoke, and becomes subject to the penalty prescribed for the offence by the laws of the particular game.

SAY.—The "say" is an option given to a player (usually first to the eldest hand) to "say" whether he will take advantage of some

privilege customary in a game; for example, in Solo, Solo Whist, Skat or Boston, he has the first *bid*, in Euchre he may *order up* or *pass*, in All-Fours he has the *beg*, and in Loo he has the option of playing or passing. In Draw Poker, the eldest hand has the *last say*.

SCORE.—The number of points that a player has made towards game.

SHUFFLING (or MAKING) THE CARDS.—Signifies the operation of mixing the cards. It is proper to shuffle before every new deal. Each player has a right to one shuffle. The dealer has the last shuffle, and then the player to his right is to cut. (*See Cutting.*) He cannot substitute a shuffle for the cut, and require the dealer to deal from the shuffle. The dealer may insist upon the cards being cut by the player to his right. The dealer must not shuffle the cards after the pack has been cut ready for dealing with his consent.

SINGLETON.—Where a player's hand contains at the outset of the game, only *one* card of a given suit, this is known as a *Singleton*.

STOCK (or TALON).—The cards remaining after the hands have been dealt.

SUITS.—There are four suits in a complete pack of cards, viz.: Spades and Clubs (black), and Hearts and Diamonds (red), each consisting of thirteen cards, viz.: Ace, King, Queen, Knave, Ten, Nine, and so on, down to Two.

TRASH.—When the player cannot follow suit, and plays a worthless card instead of trumping. (*See Renounce.*)

TRICK.—The principle of many card games is that each player shall, in rotation, play one card to the card led by the first player. The cards so played together constitute a "trick", and belong usually to the player of the highest card of the suit led. This rule, however, is subject to many qualifications, a card of the "trump suit" in games where trumps are recognized, taking precedence of the best card of any other suit. The rules of many games also give an arbitrary value to some particular card or cards, as, for instance, the *Left Bower* in Euchre, the Ace of Hearts in Spoil-Five, and the *Matadores* in Solo and Skat. (*See Trumps.*)

TRUMP CARD.—In most games where the score is made by tricks, an exceptional winning value is given for the time being to one or other of the four suits. The selection is usually made as follows: The dealer, having dealt to each player his prescribed number of cards, turns up the card next following, which is known as the "turn-up" or "trump" card, and the suit indicated by such card becomes the "trump suit" for the time being, the three other suits

being known as *lay suits*. Where, as at Whist, the whole of the cards are distributed, the trump card belongs to the dealer.

The above mode of determining the trump suit is not universal. In some instances, as at Euchre, Boston, Solo Whist, Solo, and Skat, a given player has, under certain circumstances, the right to name the trump suit. In others, as at Napoleon, the first card led determines the trump suit.

TRUMPING (or RUFFING).—A person playing a trump card to a card of any other suit led, is said to trump such card or the trick. If a smaller trump has already been played, he is said to *over-trump*. In most games, as at Whist, the right to trump is conditional upon having no card of the suit led, but this rule is not universal. At All-Fours or Bézique, for instance, a player may trump the trick, although holding one or more cards of the suit led.

TRUMPS.—All the cards of the suit to which the trump card belongs are called *trumps*, and the smallest card of that suit ranks higher in value than the best card of any other suit. This rule is, however, subject to some exceptions, for instance: in Euchre, the Left Bower, in Spoil-Five the Ace of Hearts, in Solo, Spadilla and Manilla, and in Skat three of the Matadores are all high trumps, and yet none of them are the same suit as the *trump card*.

TRUMP SUIT.—The same suit as the card turned up for trumps. (*See Trump Card.*)

WHIST.

Whist is played by four persons, with a pack of fifty-two cards, which rank as follows: Ace (highest), King, Queen, Knave, Ten, Nine, Eight, Seven, Six, Five, Four, Three, Two, the lowest. The four players divide themselves into two parties, each player sitting opposite his partner. The division is determined by cutting, the two highest and the two lowest being partners. (*See Laws 16 to 19.*)

DEALING.

The dealer delivers to each player in rotation, beginning with the player to his left, one card at a time until the whole pack is dealt out, thus giving each player thirteen cards. The last card (the trump card) is turned face upwards on the table, where it remains until it is the turn of dealer to play to the first trick; the dealer should then (before playing) take the trump card into his hand.

PLAYING THE HAND.

When the deal has been completed, and the players have arranged their cards, the eldest hand leads any card he pleases, each player plays a card to the lead, and the highest card of the suit led wins the trick. Trumps win all other suits. Each player must follow suit if he can, but if not able to follow suit, he may play any card he chooses. The winner of the trick leads to the next, and so on, until the thirteen tricks are played. A second deal then occurs, the player to the left of the previous dealer having the deal, and so the game proceeds.

The laws which we herewith give are from the English Club code, and are in accordance with the usages of Short Whist.

THE LAWS OF WHIST.

THE RUBBER.

1. The rubber is the best of three games. If the first two games be won by the same players, the third game is not played.

SCORING.

2. A game consists of five points. Each trick, above six, counts one point.

[NOTE.—Short Whist is not much played in the United States. Seven-point Whist is the popular game here, that is, seven points up without scoring honors.]

3. Honors, *i. e.*, Ace, King, Queen, and Knave of trumps, are thus reckoned :

If a player and his partner, either separately or conjointly, hold—

I. The four honors, they score four points.

II. Any three honors, they score two points.

III. Only two honors, they do not score.

4. Those players who, at the commencement of a deal, are at the score of four, cannot score honors.

5. The penalty for a revoke (*see* Law 72) takes precedence of all other scores. Tricks score next. Honors last.

6. Honors, unless claimed before the trump card of the following deal is turned up, cannot be scored.

7. To score honors is not sufficient ; they must be called at the end of the hand ; if so called, they may be scored at any time during the game.

8. The winners gain—

I. A treble, or game of three points, when their adversaries have not scored.

II. A double, or game of two points, when their adversaries have scored less than three.

III. A single, or game of one point, when their adversaries have scored three or four.

9. The winners of the rubber gain two points (commonly called the rubber points), in addition to the value of their games.

10. Should the rubber have consisted of three games, the value of the losers' game is deducted from the gross number of points gained by their opponents.

11. If an erroneous score be proved, such mistake can be corrected prior to the conclusion of the game in which it occurred, and such game is not concluded until the trump card of the following deal has been turned up.

12. If an erroneous score, affecting the amount of the rubber, be proved, such mistake can be rectified at any time during the rubber.

CUTTING.

13. The Ace is the lowest card.

14. In all cases, every one must cut from the same pack.

15. Should a player expose more than one card, he must cut again.

FORMATION OF TABLE.

16. If there are more than four candidates, the players are selected by cutting ; those first in the room having the preference. The four

who cut the lowest cards play first, and again cut to decide on partners; the two lowest play against the two highest; the lowest is the dealer, who has choice of cards and seats, and, having once made his selection, must abide by it.

17. When there are more than six candidates, those who cut the two next lowest cards belong to the table, which is complete with six players; on the retirement of one of those six players, the candidate who cut the next lowest card has a prior right to any after-comer to enter the table.

CUTTING CARDS OF EQUAL VALUE.

18. Two players cutting cards of equal value, unless such cards are the two highest, cut again; should they be the two lowest, a fresh cut is necessary to decide which of those two deals.

19. Three players cutting cards of equal value cut again; should the fourth (or remaining) card be the highest, the two lowest of the new cut are partners, the lower of those two the dealer; should the fourth card be the lowest, the two highest are partners, the original lowest the dealer.

CUTTING OUT.

20. At the end of a rubber, should admission be claimed by any one or by two candidates, he who has, or they who have, played a greater number of consecutive rubbers than the others is, or are, out; but when all have played the same number, they must cut to decide upon the outgoers; the highest are out.

ENTRY AND RE-ENTRY.

21. A candidate wishing to enter a table must declare such intention prior to any of the players having cut a card, either for the purpose of commencing a fresh rubber or of cutting out.

22. In the formation of fresh tables, those candidates who have neither belonged to nor played at any other table have the prior right of entry; the others decide their right of admission by cutting.

23. Any one quitting a table prior to the conclusion of a rubber may, with consent of the other three players, appoint a substitute in his absence during that rubber.

24. A player cutting into one table, whilst belonging to another, loses his right of re-entry into the latter, and takes his chance of cutting in, as if he were a fresh candidate.

25. If any one break up a table, the remaining players have the

prior right to him of entry into any other, and should there not be sufficient vacancies at such other table to admit all those candidates, they settle their precedence by cutting.

SHUFFLING.

26. The pack must neither be shuffled below the table nor so that the face of any card be seen.

27. The pack must not be shuffled during the play of the hand.

28. A pack, having been played with, must neither be shuffled by dealing it into packets, nor across the table.

29. Each player has a right to shuffle, once only, except as provided by Rule 32, prior to a deal, after a false cut (*see* Law 34), or when a new deal (*see* Law 37) has occurred.

30. The dealer's partner must collect the cards for the ensuing deal, and has the first right to shuffle that pack.

31. Each player after shuffling must place the cards, properly collected and face downwards, to the left of the player about to deal.

32. The dealer has always the right to shuffle last; but should a card or cards be seen during his shuffling or whilst giving the pack to be cut, he may be compelled to re-shuffle.

THE DEAL.

33. Each player deals in his turn; the right of dealing goes to the left.

34. The player on the dealer's right cuts the pack, and in dividing it must not leave fewer than four cards in either packet; if in cutting, or in replacing one of the two packets on the other, a card be exposed,* or if there be any confusion of the cards, or a doubt as to the exact place in which the pack was divided, there must be a fresh cut.

35. When a player whose duty it is to cut has once separated the pack, he cannot alter his intention; he can neither re-shuffle nor re-cut the cards.

36. When the pack is cut, should the dealer shuffle the cards he loses his deal.

A NEW DEAL.

37. There must be a new deal †—

I. If during a deal, or during the play of a hand, the pack be proved incorrect or imperfect.

* After the two packets have been reunited, Law 38 comes into operation.

† *i. e.* The same dealer must deal again. (*See also* Laws 47 and 50.)

II. If any card, excepting the last, be faced in the pack.

38. If, whilst dealing, a card be exposed by the dealer or his partner, should neither of the adversaries have touched the cards, the latter can claim a new deal; a card exposed by either adversary gives that claim to the dealer, provided that his partner has not touched a card; if a new deal does not take place, the exposed card cannot be called.

39. If, during dealing, a player touch any of his cards, the adversaries may do the same, without losing their privilege of claiming a new deal, should chance give them such option.

40. If, in dealing, one of the last cards be exposed, and the dealer turn up the trump before there is reasonable time for his adversaries to decide as to a fresh deal, they do not thereby lose their privilege.

41. If a player, whilst dealing, look at the trump card, his adversaries have a right to see it, and may exact a new deal.

42. If a player take into the hand dealt to him a card belonging to the other pack, the adversaries, on discovery of the error, may decide whether they will have a fresh deal or not.

A MISDEAL.

43. A misdeal loses the deal.

44. It is a misdeal—

I. Unless the cards are dealt into four packets, one at a time in regular rotation, beginning with the player to the dealer's left.

II. Should the dealer place the last (*i. e.*, the trump) card, face downwards, on his own or any other pack.

III. Should the trump card not come in its regular order to the dealer; but he does not lose his deal if the pack be proved imperfect.

IV. Should a player have fourteen cards, and either of the other three less than thirteen.

V. Should the dealer, under an impression that he has made a mistake, either count the cards on the table or the remainder of the pack.

VI. Should the dealer deal two cards at once, or two cards to the same hand, and then deal a third; but if, prior to dealing that third card, the dealer can, by altering the position of one card only, rectify such error, he may do so, except as provided by the second paragraph of this Law.

VII. Should the dealer omit to have the pack cut to him, and the adversaries discover the error, prior to the trump card being turned up, and before looking at their cards, but not after having done so,

45. A misdeal does not lose the deal if, during the dealing, either of the adversaries touches the cards prior to the dealer's partner having done so; but should the latter have first interfered with the cards, notwithstanding either or both of the adversaries have subsequently done the same, the deal is lost.

46. Should three players have their right number of cards—the fourth have less than thirteen, and not discover such deficiency until he has played any of his cards, the deal stands good; should he have played, he is as answerable for any revoke he may have made as if the missing card, or cards, had been in his hand; he may search the other pack for it, or them.

47. If a pack, during or after a rubber, be proved incorrect or imperfect, such proof does not alter any past score, game, or rubber: that hand in which the imperfection was detected is null and void; the dealer deals again.

48. Any one dealing out of turn, or with the adversary's cards, may be stopped before the trump card is turned up, after which the game must proceed as if no mistake had been made.

49. A player can neither shuffle, cut, nor deal for his partner, without the permission of his opponents.

50. If the adversaries interrupt a dealer whilst dealing, either by questioning the score or asserting that it is not his deal, and fail to establish such claim, should a misdeal occur, he may deal again.

51. Should a player take his partner's deal and misdeal, the latter is liable to the usual penalty, and the adversary next in rotation to the player who ought to have dealt then deals.

THE TRUMP CARD.

52. The dealer, when it is his turn to play to the first trick, should take the trump card into his hand; if left on the table after the first trick be turned and quitted, it is liable to be called; his partner may at any time remind him of the liability.

53. After the dealer has taken the trump card into his hand, it cannot be asked for;* a player naming it at any time during the play of that hand is liable to have his highest or lowest trump called.†

54. If the dealer take the trump card into his hand before it is his turn to play, he may be desired to lay it on the table; should he show a wrong card, this card may be called, as also a second, a third, etc., until the trump card be produced.

* Any one may inquire what the trump suit is, at any time.

† In the manner described in Law 55.

55. If the dealer declare himself unable to recollect the trump card, his highest or lowest trump may be called at any time during that hand, and unless it cause him to revoke, must be played; the call may be repeated, but not changed, *i. e.*, from highest to lowest, or *vice versâ*, until such card is played.

CARDS LIABLE TO BE CALLED.

56. All exposed cards are liable to be called, and must be left* on the table; but a card is not an exposed card when dropped on the floor, or elsewhere below the table. The following are exposed† cards:

I. Two or more cards played at once.‡

II. Any card dropped with its face upwards, or in any way exposed on or above the table, even though snatched up so quickly that no one can name it.

57. If any one play to an imperfect trick the best card on the table,§ or lead one which is a winning card as against his adversaries, and then lead again,|| or play several such winning cards, one after the other, without waiting for his partner to play, the latter may be called on to win, if he can, the first or any other of those tricks, and the other cards thus improperly played are exposed cards.

58. If a player, or players, under the impression that the game is lost or won, or for other reasons, throw his or their cards on the table face upwards, such cards are exposed, and liable to be called, each player's by the adversary; but should one player alone retain his hand, he cannot be forced to abandon it.

59. If all four players throw their cards on the table face upwards, the hands are abandoned; and no one can again take up his cards. Should this general exhibition show that the game might have been saved or won, neither claim can be entertained, unless a revoke be established. The revoking players are then liable to the following penalties: They cannot under any circumstances win the game by the result of that hand, and the adversaries may add three to their score, or deduct three from that of the revoking players.

* Face upwards.

† Detached cards (*i. e.*, cards taken out of the hand, but not dropped) are not liable to be called unless named (*see* Law 60). It is important to distinguish between exposed and detached cards.

‡ If two or more cards are played at once, the adversaries have a right to call which they please to the trick in course of play, and afterwards to call the others.

§ And then lead without waiting for his partner to play.

|| Without waiting for his partner to play.

60. A card detached from the rest of the hand so as to be named is liable to be called; but should the adversary name a wrong card, he is liable to have a suit called when he or his partner have the lead.*

61. If a player who has rendered himself liable to have the highest or lowest of a suit called, fail to play as desired, or if when called on to lead one suit, lead another, having in his hand one or more cards of that suit demanded, he incurs the penalty of a revoke.

62. If any player lead out of turn, his adversaries may either call the card erroneously led, or may call a suit from him or his partner when it is next the turn of either of them † to lead.

63. If any player lead out of turn, and the other three have followed him, the trick is complete, and the error cannot be rectified; but if only the second, or the second and third have played to the false lead, their cards, on discovery of the mistake, are taken back; there is no penalty against any one, excepting the original offender, whose card may be called—or he, or his partner, when either of them ‡ has next the lead, may be compelled to play any suit demanded by the adversaries.

64. In no case can a player be compelled to play a card which would oblige him to revoke.

65. The call of a card may be repeated § until such card has been played.

66. If a player called on to lead a suit have none of it, the penalty is paid.

CARDS PLAYED IN ERROR, OR NOT PLAYED TO A TRICK.

67. If the third hand play before the second, the fourth hand may play before his partner.

68. Should the third hand not have played, and the fourth play before his partner, the latter may be called on to win or not to win the trick.

69. If any one omit playing to a former trick, and such error be not discovered until he has played to the next, the adversaries may claim a new deal; should they decide that the deal stand good, the

* *i. e.* The first time that side obtains the lead.

† *i. e.* The penalty of calling a suit must be exacted from whichever of them next first obtains the lead. It follows that if the player who leads out of turn is the partner of the person who ought to have led, and a suit is called, it must be called at once from the right leader. If he is allowed to play as he pleases, the only penalty that remains is to call the card erroneously led.

‡ *i. e.* Whichever of them next first has the lead.

§ At every trick.

surplus card at the end of the hand is considered to have been played to the imperfect trick, but does not constitute a revoke therein.

70. If any one play two cards to the same trick, or mix his trump, or other card, with a trick to which it does not properly belong, and the mistake be not discovered until the hand is played out, he is answerable for all consequent revokes he may have made. (*See also Law 46.*) If, during the play of the hand, the error be detected, the tricks may be counted face downwards, in order to ascertain whether there be among them a card too many; should this be the case, they may be searched, and the card restored; the player is, however, liable for all revokes which he may have meanwhile made.

THE REVOKE.

71. Is when a player, holding one or more cards of the suit led, plays a card of a different suit. (*See also Law 61.*)

72. The penalty for a revoke—

I. Is at the option of the adversaries, who at the end of the hand may either take three tricks from the revoking player,* or deduct three points from his score, or add three to their own score.

II. Can be claimed for as many revokes as occur during the hand.

III. Is applicable only to the score of the game in which it occurs.

IV. Cannot be divided, *i. e.*, a player cannot add one or two to his own score and deduct one or two from the revoking player.

V. Takes precedence of every other score—*e. g.*, the claimants two, their opponents nothing; the former add three to their score, and thereby win a treble game, even should the latter have made thirteen tricks and held four honors.

73. A revoke is established, if the trick in which it occur be turned and quitted,—*i. e.*, the hand removed from that trick after it has been turned face downwards on the table—or if either the revoking player, or his partner, whether in his right turn or otherwise, lead or play to the following trick.

74. A player may ask his partner whether he has not a card of the suit which he has renounced; should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish the revoke, and the error may be corrected, unless the question be answered in the negative, or unless the revoking player or his partner have led or played to the following trick.

75. At the end of the hand, the claimants of a revoke may search all the tricks. (*See Law 77.*)

* And add them to their own.

76. If a player discover his mistake in time to save a revoke, the adversaries, whenever they think fit, may call the card thus played in error, or may require him to play his highest or lowest card to that trick, in which he has renounced; any player or players who have played after him may withdraw their cards and substitute others; the cards withdrawn are not liable to be called.

77. If a revoke be claimed, and the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries, the revoke is established. The mixing of the cards only renders the proof of a revoke difficult; but does not prevent the claim, and possible establishment, of the penalty.

78. A revoke cannot be claimed after the cards have been cut for the following deal.

79. The revoking player and his partner may, under all circumstances, require the hand in which the revoke has been detected to be played out.

80. If a revoke occur, be claimed and proved, bets on the odd trick, or on amount of score, must be decided by the actual state of the latter after the penalty is paid.

81. Should the players on both sides subject themselves to the penalty of one or more revokes, neither can win the game; each is punished at the discretion of his adversary.*

82. In whatever way the penalty be enforced, under no circumstances can a player win the game by the result of the hand during which he has revoked; he cannot score more than four. (*See Law 61.*)

CALLING FOR NEW CARDS.

83. Any player (on paying for them) before, but not after, the pack be cut for the deal, may call for fresh cards. He must call for two new packs, of which the dealer takes his choice.

GENERAL RULES.

84. Where a player and his partner have an option of exacting from their adversaries one of two penalties, they should agree who is to make the election, but must not consult with one another which of the two penalties it is advisable to exact; if they do so consult, they lose their right; † and if either of them, with or without consent of his partner, demand a penalty to which he is entitled, such decision is final.

* In the manner prescribed in Law 72.

† To demand any penalty.

[NOTE.—This rule does not apply in exacting the penalties for a revoke; partners have then a right to consult.]

85. Any one during the play of a trick, or after the four cards are played, and before but not after they are touched for the purpose of gathering them together, may demand that the cards be placed before their respective players.

86. If any one, prior to his partner playing, should call attention to the trick—either by saying that it is his, or by naming his card, or, without being required so to do, by drawing it towards him—the adversaries may require that opponent's partner to play the highest or lowest of the suit then led, or to win or lose * the trick.

87. In all cases where a penalty has been incurred, the offender is bound to give reasonable time for the decision of his adversaries.

88. If a bystander make any remark which calls the attention of a player or players to an oversight affecting the score, he is liable to be called on, by the players only, to pay the stakes and all bets on that game or rubber.

89. A bystander, by agreement among the players, may decide any question.

90. A card or cards torn or marked must be either replaced by agreement, or new cards called at the expense of the table.

91. Any player may demand to see the last trick turned, and no more. Under no circumstances can more than eight cards be seen during the play of the hand, viz.: the four cards on the table which have not been turned and quitted, and the last trick turned.

ETIQUETTE OF WHIST.

The following rules belong to the established Etiquette of Whist. They are not called laws, as it is difficult, in some cases impossible, to apply any penalty to their infraction, and the only remedy is to cease to play with players who habitually disregard them:

Two packs of cards are invariably used at Clubs; if possible, this should be adhered to.

Any one, having the lead and several winning cards to play, should not draw a second card out of his hand until his partner has played to the first trick, such act being a distinct intimation that the former has played a winning card.

No intimation whatever, by word or gesture, should be given by a player as to the state of his hand, or of the game.†

* *i. e.* Refrain from winning.

† The question, "Who dealt?" is irregular, and if asked should not be answered.

A player who desires the cards to be placed, or who demands to see the last trick,* should do it for his own information only, and not in order to invite the attention of his partner.

No player should object to refer to a bystander who professes himself uninterested in the game, and able to decide any disputed question of facts; as to who played any particular card—whether honors were claimed though not scored, or *vice versâ*, etc., etc.

It is unfair to revoke purposely; having made a revoke, a player is not justified in making a second in order to conceal the first.

Until the players have made such bets as they wish, bets should not be made with bystanders.

Bystanders should make no remark, neither should they by word or gesture give any intimation of the state of the game until concluded and scored, nor should they walk round the table to look at the different hands.

No one should look over the hand of a player against whom he is betting.

TECHNICAL TERMS.

ANTE-PENULTIMATE CARD.—The lowest card but two o. a suit.

ASKING FOR TRUMPS.—(See Signal for Trumps.)

COMMAND.—You are said to have the command of a suit when you hold the best cards in it. If you have sufficient of them to be able to draw all those in the other hands (as would probably be the case if you had Ace, King, Queen, and two others), the command is *complete*; if not, it may be only *partial* or temporary.

Commanding cards are the cards which give you the command.

DISCARD.—The card you throw away when you have none of the suit led, and do not trump it. In the modern game, your first discard should be from a short or weak suit.

DOUBTFUL CARD.—A card of a suit of which your partner *may* have the best.

ESTABLISH.—A suit is said to be established when you hold the complete command of it. This may sometimes happen to be the case originally, but it is more common to obtain it in the course of the play by “clearing” away the cards that obstructed you, so as to remain with the best in your hand. It is highly desirable to *establish* your long suit as soon as you can, for which purpose not only your adversaries’ hands, but also your partner’s, must be cleared from the obstructing cards.

* Or who asks what the trump suit is.

FALSE CARD is a card played contrary to the established rules or conventions of the game, and which therefore is calculated to deceive your partner as to the state of your hand; as, for example, following suit with the highest or middle card of a sequence, or throwing away other than your lowest card.

FINESSING is an attempt by the third player to make a lower card answer the purpose of a higher (which it is usually his duty to play) under the hope that an intermediate card may not lie to his left hand. Thus, having Ace and Queen of your partner's lead you *finesse* the Queen, hoping the fourth player may not hold the King. Or, if your partner leads a Knave, and you hold the King, you may *finesse* or *pass* the Knave, *i. e.*, play a small card to it, under the hope that it may force the Ace.

FORCED LEAD.—Leading from a weak suit, having no strong one to lead from.

FORCING means obliging your partner or your adversary to trump a trick, by leading a suit of which they have none.

HOLDING UP is refusing to play the winning card in the first and second rounds of a suit.

INDIFFERENT CARDS.—The reverse of commanding cards.

LEADING THROUGH or UP TO.—If you play first you are said to lead *through* your left-hand adversary, and *up to* your right-hand adversary.

LONG CARDS are cards remaining in one hand when all the rest of that suit have been played.

LONG SUIT.—One of which you hold more than three cards. (*See Strong Suit.*)

LOOSE CARD means a card in hand of no value, and consequently the fittest to throw away.

LOVE.—No points to score. Nothing.

MASTER CARD or BEST CARD.—This means the highest card of the suit in at the time. Thus, if the Ace and King were out, the master card would be the Queen.

PENULTIMATE CARD.—Lowest but one of a suit, the next before the lowest. (*See Ante-Penultimate.*)

RE-ENTRY.—A card of re-entry is one that will, by winning a trick, bring you the lead at an advanced period of the hand.

RENOUNCE.—When a player has none of the suit led, he is said to renounce that suit.

REVOKE.—If he fails to follow suit when he *has* any of the suit he *revokes* and incurs a serious penalty.

SEESAW (or SAW) is when each of two partners ruffs a different suit, so that they may lead alternately into each other's hands.

SEQUENCE.—Any number of cards in consecutive order, as King, Queen, and Knave. The Ace, Queen, and Ten would form a sequence if the King and Knave were out.

A tierce is a sequence of three cards; a quart, of four; and a quint, of five.

A *head sequence* is one standing at the head of the suit in your hand, even though it may not contain the best card.

A *subordinate sequence* is one standing lower down.

An *intermediate sequence* is when you hold cards both higher and lower.

SIGNAL FOR TRUMPS.—Throwing away, unnecessarily and contrary to ordinary play, a high card before a low one, is called the signal for trumps, or asking for trumps; being a command to your partner to lead trumps the first opportunity—a command which, in the modern scientific game, he is bound to obey, whatever his own hand may be.

SINGLETON.—Having one card only in a suit.

STRENGTHENING PLAY.—This is getting rid of high cards in any suit, the effect of which is to give an improved value to the lower cards of that suit still remaining in, and so to strengthen the hand that holds them. Strengthening play is best for the hand that is *longest* in the suit.

STRONG SUIT.—“Cavendish” says: “A suit may be strong in two distinct ways: 1. It may contain more than its proportion of *high* cards. For example, it may contain two or more honors, one honor in each suit being the average for each hand. 2. It may consist of more than the average *number* of cards, in which case it is *numerically* strong. Thus a suit of four cards has *numerical* strength; a suit of five cards great numerical strength. On the other hand, a suit of three cards is numerically weak.”

TENACE.—The best and third best card left in any suit, as Ace and Queen, which is the major tenace. If both these cards have already been played, the King and Knave then become the tenace in the suit, and so on.

UNDERPLAY is *keeping up* the winning card, generally in the second lead of a suit, by leading a low card through the best. (*See Holding Up.*)

The gentleman who writes under the *nom de plume* of “Cavendish”, and who has perhaps produced the best work on the game, gives the following general principles for playing the different hands:

LEADS AT WHIST.

The considerations that determine the most advantageous card to lead at the commencement of a hand differ from those which regulate the lead at other periods; for at starting the Doctrine of Probabilities is the only guide; while as the hand advances each player is able, with more or less certainty, to draw inferences as to the position of some of the remaining cards. The number of the inferences, and the certainty with which they can be drawn from the previous play, constantly increase, so that it not unfrequently happens that towards the termination of a hand the position of every material card is known.

LEADS FROM STRONG SUITS.

1. Lead originally from your strongest suit.
2. Strong suits are of two kinds: (*a*) suits which contain more than the average of high cards; (*b*) suits which contain more than the average number of cards.

Example.—A suit containing more than one honor, but less than four cards, as, Ace, King, and one small card, represents the former kind of strength. A suit of four or more small cards, as Nine, Seven, Four, Two, represents the latter kind of strength.

3. A suit which combines both kinds of strength is the most eligible for the original lead. But,
4. Failing this, the second kind of strength is generally to be preferred.
5. In the first round of your strong suit, lead as directed in the Table of Leads; and when you or your partner holds the thirteenth trump, lead plain suits as directed for trumps in the Table.

LEADS AFTER THE FIRST ROUND OF A STRONG SUIT.

6. Avoid changing from one suit to another. And,
7. If you continue your strong suit, lead, on the second round, as directed in the Table of Leads. When no second lead is given, lead the winning card if in hand; the second best, if both second and third best are in hand; otherwise the lowest. (*See American Leads.*)

RETURNED LEADS.

8. Return your partner's lead, unless (*a*) you have won the first trick in it cheaply, or (*b*) you have a good suit of your own,

which combines both kinds of strength (*see* Rules 2 and 3); or (*c*) you are strong enough in trumps to lead them (*see* Rule 11).

9. Return the higher card if you have but two of the suit in your hand when you return it; the lowest, if more than two; except (*a*) you hold the winning card, when you return it irrespective of number; or (*b*) you hold the second and third best cards and one small one, when you return the second best.

10. If, as sometimes happens, you are forced to return an adversary's lead, lead up to a weak suit in the fourth hand, rather than through a strong suit in the second hand.

TRUMP LEADS.

11. You are generally strong enough to lead trumps when (*a*) you hold five trumps; or (*b*) you have or your partner has an established suit and you hold four trumps.

12. Lead the card directed in the Table of Leads, which sometimes differs from the card led in plain suits. Also the turn-up card may affect the lead. Thus, from King, Queen, Knave, etc., an honor is led. But, if partner has turned up Ace or Ten, lead a small trump from this combination; and so on, for all similar cases.

13. When your partner leads trumps, return the suit (without regard to Rule 8, *b*).

14. When leading trumps in response to your partner's call (*see* Management of Trumps), lead the highest of three, the lowest of more than three; except, lead the Ace, irrespective of number in suit.

LEADS FROM WEAK SUITS.

15. A weak suit is only to be led when the indications from the previous fall of the cards have shown that perseverance in your own, or in your partner's strong suit, is not desirable.

16. When obliged to open a suit which contains at most three cards, lead the highest (except as otherwise directed in the Table of Leads); and, if you lead the suit again, continue as a rule with the next highest.

17. When choosing a weak suit to lead from, (*a*) do not lead the suit from which your partner first threw away—except the adversaries have the command of trumps (*see* Discarding); (*b*) nor the suit from which your left-hand adversary first threw away; (*c*) nor the suit which your right-hand adversary first led, or from which he has refrained from throwing away. And,

18. Failing any such indications, lead your strongest weak suit.

TABLE OF LEADS.

[NOTE.—The leads given in the following table presuppose the score of love-all; and in the case of strong suits, the original lead of the hand. The state of the score and the previous fall of the cards may cause variations which cannot be tabulated.]

STRONG SUITS HEADED BY ACE.



Ace, King, Queen, Knave, and one or more small (including the Ten as a small card). Lead Knave, then Ace, with five in suit; Knave, then King, with six in suit; Knave, then Queen, with more than six.

With a partner who might trump a Knave first led, begin with Ace.



Ace, King, Queen, Knave, without small. Lead King, then Knave.



Ace, King, Queen, and more than one small. Lead Queen, then Ace, with five in suit; Queen, then King, with more than five.

With a partner who might trump a Queen first led, begin with Ace.



Ace, King, Queen, and at most one small. Lead King, then Queen.



Ace, King, and at least three small. Lead Ace, then King.

In trumps, lead fourth best, if an American leader; if not, lowest. Except, with more than six in suit, lead Ace, then King.



Ace, King, and at most two small. Lead King, then Ace.

In trumps, lead lowest.



Ace, King, Knave, etc. Lead Ace, with more than four in suit; King, with four.

Unless intending to change the suit, and to finesse Knave on the return, when lead King, irrespective of number in suit.



Ace, Queen, Knave, Ten, with or without small (including the Nine as a small card). Lead Ace, then Ten.

On the third round, lead Queen with four in suit; Knave with more than four in suit originally.



Ace, Queen, Knave, and at least two small. Lead Ace, then Knave.



Ace, Queen, Knave, and at most one small. Lead Ace, then Queen.



Ace, and at least four small. Small cards include all combinations of any denomination lower than those already specified. Lead Ace, then original fourth best, if an American leader; if not, Ace, then lowest.

In trumps, lead fourth best, if an American leader; if not, lowest.

Except, with more than six in suit, lead Ace, then original fourth best, if an American leader; if not, Ace, then lowest. And,

In trumps, from Ace, Queen, Ten, etc., if Knave is turned up to your right, lead Queen, with any number of trumps less than seven.



Ace, and at most three small. Small cards include all combinations of any denomination lower than those already specified. For example, they include Ace, Queen, Ten, Nine; Ace, Knave, Ten, Nine, and so on. Lead lowest.

WEAK SUITS HEADED BY ACE.



Ace, King, only. Lead Ace.

From all combinations of Ace and one other. Lead Ace.

If two tricks must be made in the suit, to win or save a particular point, it is sometimes right to lead the low card.



Ace and two others (one of the others not being the King, or the two others not being Queen and Knave). Lead lowest.

Except partner has indicated strength in the suit, when lead Ace, then next highest.

STRONG SUITS HEADED BY KING.



King, Queen, Knave, Ten, and one or more small (including the Nine as a small card). Lead Ten.

If the Ten wins, then King, with five in suit; Ten, then Queen, with six in suit; Ten, then Knave, with more than six.

If the Ten does not win, then Queen, with five in suit; Ten, then Knave, with more than five.

From



King, Queen, Knave, Ten, without small. Lead King, then Ten.

From



King, Queen, Knave, and at least two small. Lead Knave, then King, with five in suit; Knave, then Queen, with more than five.

From



King, Queen, Knave, and at most one small. Lead King, then Knave.

From



King, Queen, and at least three small. Lead Queen.

When Queen wins, continue with the fourth best *remaining in hand*, if an American leader; if not, continue with lowest.

In trumps, the same, if one of the small cards is the Ten; or, with more than six trumps.

Without the Ten, or with less than seven trumps, lead fourth best, if an American leader; if not, lowest.

From



King, Queen, and at most two small. Lead King.

In trumps, the same, if one of the small cards is the Ten; if not, lowest.

From



etc.

King, Knave, Ten, Nine, with or without small (including the Eight as a small card). Lead Nine.

If the Nine wins, then Knave, with four in suit; Nine, then Ten, with more than four.

If the Nine forces Queen, or both Queen and Ace, then King, with four in suit; Nine, then Knave, with five in suit; Nine, then Ten, with more than five.

If the Nine forces Ace, but not Queen, lead King after Nine.

On the third round, with only four originally, lead Knave; with more than four, lead Ten.

From



etc.

King, Knave, Ten, and one or more small. Lead Ten.

If the Ten wins, then lowest. If the Ten forces Queen, or both Queen and Ace, then King, with four in suit; Ten, then Knave, with more than four.

From



etc.

King, and three or more small. Small cards include all combinations of any denomination lower than those already specified. Lead fourth best, if an American leader; if not, lowest. And,

In trumps, from King, Knave, Nine, etc., if Ten is turned up to your right, lead Knave.

WEAK SUITS HEADED BY KING.

From



King, Queen, with or without one small. Lead King.

If the King wins, then lowest.

Except partner has indicated strength in the suit, when lead King, then Queen.

From King, Knave, Ten only. Lead Ten.

Except partner has indicated strength in the suit, when lead King, then Knave.

From King and two others (one of the others not being the Queen). Lead lowest.

Except partner has indicated strength in the suit, when lead King, then next highest.

From King and one small. Lead King.

If it is important to give partner the lead at once, it is sometimes right to lead the low card.

STRONG SUITS HEADED BY QUEEN.



Queen, Knave, Ten, Nine, with or without small and (including the Eight as a small card). Lead Queen, then Nine.

On the third round, with only four originally, lead Knave; with more than four, lead Ten.



Queen, Knave, Ten, and at least two small. Lead Queen, then Ten.



Queen, Knave, Ten, and at most one small. Lead Queen, then Knave.



Queen, Knave, and at least two small. Lead fourth best, if an American leader; if not, lowest.

In trumps, from Queen, Knave, Nine, etc., if Ten is turned up to your right, lead Queen.

From



Queen, and at least three small. Lead fourth best, if an American leader; if not, lowest.

WEAK SUITS HEADED BY QUEEN.

From



Queen, Knave, with or without one small. Lead Queen, then Knave.

From Queen and two others (one of the others not being the Knave). Lead lowest.

Except partner has indicated strength in the suit, when lead Queen, then next highest.

From Queen and one small. Lead Queen.

STRONG SUITS HEADED BY KNAVE.

From



etc.

Knave, Ten, Nine, Eight, with or without small (and including the Seven as a small card).

The lead depends on the practice of the second hand. If the second hand adopts the practice of passing with King or Queen, lead Eight, then Knave, with four in suit; Eight, then Ten, with five in suit; Eight, then Nine, with more than five.

If the second hand adopts the practice of covering Knave led, when he holds King, or Queen, with one or two small, lead Knave, then Eight.

On the third round, with only four originally, lead Ten; with more than four, lead Nine.

In trumps, if King or Queen is turned up to your left, lead Knave.

From



etc.

Knave, Ten, Nine, and one or more small. Lead fourth best, if an American leader; if not, lowest.

Unless the second hand adopts the practice of covering with King or Queen, and one or two small, when lead Knave, then Ten, with four in suit; Knave, then Nine, with more than four.

In trumps, if King or Queen is turned up to your left, lead Knave.

From



Knave, Ten, and at least two small; or, Knave, and at least three small. Lead fourth best, if an American leader; if not, lowest.

In trumps, from Knave, Ten, Eight, etc., if Nine is turned up to your right, lead Knave.

WEAK SUITS HEADED BY KNAVE.

From



Knave, Ten, with or without one small. Lead Knave, then Ten.

From Knave and two small. Lead Knave, then next highest.

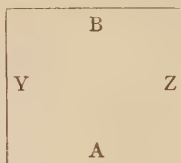
From Knave and one small. Lead Knave.

ALL OTHER SUITS.

Lead fourth best of strong suits, if an American leader; if not, lowest. Lead highest of weak suits.

AMERICAN LEADS AT WHIST.*

In the following pages, A is the original leader; Y is the second player; B is the third player; and Z, the fourth player.



It is assumed that the leader's partner (B) is capable of drawing correct inferences from the card led. An original lead is also assumed (or at least a lead of the player's own choice, not dictated by the previous fall of the cards).

¹ It is further assumed that the original lead is from the strongest suit, and that a strong suit consists of at least *four cards*.

LOW CARD LED.

The *first maxim* laid down by American Leads is:

When you open a suit with a LOW CARD, lead your FOURTH BEST.

Every suit, then, opened with a low card, whether of four or more cards, is treated as though the cards below the fourth best were not in the leader's hand; and, whatever low card is led, the third player can always place, in the leader's hand, *exactly* three cards higher than the one first led, as shown by the following tabulated example:

From	Qn, 10, 8,	Lead	
		7	
"	Qn, 10, 8,	7,	4
"	Qn, 10, 8,	7,	4, 2
"	Qn, 10, 8,	7,	etc., etc., etc.

The fourth-best card—in the above example the Seven—is sometimes called the *card of uniformity*.

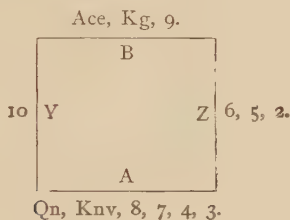
It is said that no advantage is gained by showing your partner

* The system of leading known as "American Leads" was originated by Mr. N. B. Trist, of New Orleans, and afterwards elaborated by "Cavendish" in his "Whist Developments". From the analysis of the system given in that book this article is freely compiled.

you hold six or seven cards of a suit. That, however, is not the point. What you do show, and what you want to show, is that you *invariably* hold *exactly* three cards, all higher than the one first selected.

Some examples of the practical working of the first maxim of American Leads are here appended.

The cards lie as follows :



FIRST TRICK.—A leads Seven (his fourth best); Y plays Ten; B plays King; Z plays Two.

B knows that A holds exactly three cards of the suit, all higher than the Seven.

B, having Ace and Nine himself, can mark Queen, Knave, Eight in A's hand. And what is most valuable, B knows *at once* that A has the entire command of the suit. This B did not know even after the second round, according to the other way of leading.

This knowledge may affect B's play. B may lead trumps in consequence of finding the command of the suit in A's hand; or he may lead his Ace to force Y (who cannot hold any more of the suit unless he is calling for trumps) with the certainty that Z will not remain with the command. So,

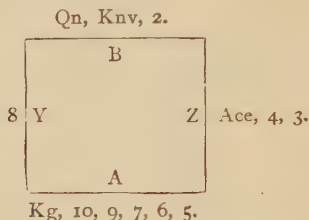
SECOND TRICK (B to lead).—B leads Ace; Z plays Five (hence he cannot hold the Four); A plays Three; Y trumps.

B knows that A holds Queen, Knave, Eight, Four, of the suit. The only card he cannot place is the Six. If A held it, he would equally have begun with the Seven. The Six may be either in A's hand or in Z's.

The difference, then, as regards B's knowledge under the two systems is this: According to the present play B knows almost nothing about A's suit; according to the American play, B knows nearly everything. Especial attention is drawn to the fact that the most useful information (*viz.*, that A has the command) can be im-

parted on the first round of the suit. If A had led the Three originally, his partner would have known next to nothing about his suit.

Another example. The cards lie thus:



FIRST TRICK.—A leads Seven; Y plays Eight; B plays Knave; Z plays Ace.

The only three higher cards to be accounted for are King, Ten, Nine, and B knows that A holds them all, and therefore that A has the command of the suit.

SECOND TRICK (A to lead).—A leads King; Y trumps; B plays Queen (that he may not block the suit, his partner being marked with Ten, Nine); Z plays Three.

A can place every card in the suit. Unless Z is calling, B has one card to give back, viz., the Two; for, if he held both Four and Two, he need not have got rid of the command on the second trick, and indeed would have been wrong to do so. Z having played the Three holds the Four single.

HIGH CARD LED

(*followed by low card*).

The *second maxim* laid down by American Leads may be thus stated:

When you open a strong suit with a HIGH CARD, and next lead a LOW CARD, lead the ORIGINAL FOURTH BEST; ignoring in the count any high card marked in your hand.

When Ace is led, from Ace and four or more small cards, according to the American play the second lead in these cases should be the *original fourth best*—the card which would have been selected if the suit had been opened with a small card. Whatever low card is led, the third player can always place in the leader's hand *exactly*

two cards higher than the one selected for the second lead, as shown by the tabulated example herewith given:

	Lead		Then
From Ace,	Knv, 9,	8,	7
" Ace,	Knv, 9,	8,	7, 5
" Ace,	Knv, 9,	8,	7, 5, 3
" Ace,	Knv, 9,	8,	etc., etc., etc.

This rule applies to the second round of the suit only. Some American Lead players have an idea that, for the sake of uniformity, the maxim should be made to apply to all cases where the head of the suit is quitted. Thus, having led King, Ace, from Ace, King, Six, Five, Three, they maintain that the third lead should be the Five (the original fourth best) and not the Three. But, after two rounds of a suit are out, the third lead depends so much on the previous fall of the cards that it does not seem advisable to lay down any absolute rule.

In order to illustrate the preceding remarks and afford a clear idea of their importance, some examples of the application of the second maxim of American Leads are now given, to show how the rule works in practice. Suppose the cards lie thus:

		Qn, 10, 3.	
		B	
Kg, 4.	Y		Z 7, 6, 5.
		A	
		Ace, Knv, 9, 8, 2.	

FIRST TRICK.—A leads Ace; Y plays Four; B plays Three; Z plays Five.

SECOND TRICK.—A leads Eight (his original fourth best); Y plays King; B (holding Queen, Ten, is able to place Knave, Nine, in A's hand, therefore he) plays Queen; Z plays Six.

B knows that A holds Knave, Nine, Two (unless Y is calling for trumps). B can place every card in the suit except the Seven; and A's suit is freed, a possible gain of two tricks.

It will be seen from the example that the lead of the original

fourth best gives B the information that A commands the suit after the second round. This knowledge, which is of great importance, is often unattainable under the present method of continuing with the lowest.

Now take the case of King led, from King, Queen, when the King wins the trick. The cards lie thus :

Ace, 8, 3.															
<table border="1"> <tr> <td colspan="4">B</td></tr> <tr> <td>Knv, 7.</td><td>Y .</td><td>Z</td><td>10, 5, 2.</td></tr> <tr> <td colspan="4">A</td></tr> </table>				B				Knv, 7.	Y .	Z	10, 5, 2.	A			
B															
Knv, 7.	Y .	Z	10, 5, 2.												
A															
Kg, Qn, 9, 6, 4.															

FIRST TRICK.—A leads King; Y plays Seven; B plays Three; Z plays Two.

SECOND TRICK.—A leads Six; Y plays Knave; B plays Ace; Z plays Five.

Queen, with either Ten or Nine, and the Four, are marked in A's hand. In either case A has the entire command of the suit.

The above example is inserted, as it is at present the practice to lead King originally from King, Queen, and any number of small cards.

When Ten is led from King, Knave, Ten, and the Ten wins the trick, with good players the Ace must be in the second hand and the Queen in the third, or both Ace and Queen must be in the third hand. Anyhow B must hold Queen, and may hold Ace also.

It is, therefore, of but little importance which of his small cards A leads after the Ten.

HIGH CARD LED

(followed by high card).

Readers of these pages are supposed to know the ordinary leads. But for the benefit of those who are not familiar with the mode of leading from high cards, the following table of leads is subjoined :

American Leads leave the above as they are at present. (See Table of Leads, No. II.)

It will be observed that in some cases the higher of two cards is led, on the second round, when the suit consists of only four cards ;

but that when it consists of more than four cards, the lower of two high cards is led on the second round.

• TABLE OF LEADS, No. I.

(When no qualification is stated the lead is the same, irrespective of the number or value of the lower cards in the suit.)

FROM	LEAD
Ace, Kg, Qn, Knv (trumps)	Knv, then Ace
Ace, Kg, Qn, Knv (plain suits)	Kg, then Knv
Ace, Kg, Qn (trumps)	Qn
Ace, Kg, Qn (plain suits)	Kg, then Qn
Ace, Qn, Knv, 10	Ace, then 10
Ace, Qn, Knv (more than one small)	Ace, then Knv
Ace, Qn, Knv (one small)	Ace, then Qn
Kg, Qn, Knv, 10	10
Kg, Qn, Knv (more than one small)	Knv
Kg, Qn, Knv (one small)	Kg, then Knv
Kg, Knv, 10, 9	9
Kg, Knv, 10	10
Qn, Knv, 10, 9	Qn, then 9
Qn, Knv, 10 (more than one small)	Qn, then 10
Qn, Knv, 10 (one small)	Qn, then Knv
Knv, 10, 9, 8 (trumps)	Knv, then 8
Knv, 10, 9 (more than one small, trumps)	Knv, then 9
Knv, 10, 9 (one small, trumps)	Knv, then 10

Refer, for instance, to Ace, Queen, Knave, where Ace is followed by an honor. With four of the suit, Ace, then Queen is led; with more than four, Ace, then Knave. The reason is, that if partner remains with King and one small one after the first lead, the leader, holding five or more originally, desires the King to be played to the second trick, so that his suit may not be blocked. But, if the leader had only four originally, he cannot afford to let the second trick be won twice over, as then there is a much greater chance that the eventual command will remain against him.

It follows that, if A leads originally Ace, then Queen, B will place Knave and one small one in the leader's hand; if A leads Ace, then Knave, B will place Queen and at least two small ones in A's hand.

So also if Queen is led originally. Say Ace is put on second hand. A now has the lead again. If he led from only four cards, he can-

not afford to waste his partner's singly guarded King, so he now leads the Knave. But if he holds two small cards in addition to the Knave and Ten, he wants B's King out of the way.

TABLE OF LEADS, NO. II.

FROM	No. in Suit.	LEAD.		
		1st.	2d.	3d.
Ace, Kg, Qn, Knv (trumps)	5	Knv	Ace	Qn
Ace, Kg, Qn, Knv (trumps)	4	Knv	Ace	Kg
Ace, Kg, Qn, Knv (plain suits)	5	Kg	Knv	Qn
Ace, Kg, Qn, Knv (plain suits)	4	Kg	Knv	Ace
Ace, Kg, Qn (trumps)	5	Qn	Kg	
Ace, Kg, Qn (trumps)	4	Qn	Ace	
Ace, Qn, Knv, 10	5	Ace	10	Knv
Ace, Qn, Knv, 10	4	Ace	10	Qn
Ace, Qn, Knv and small	5	Ace	Knv	
Ace, Qn, Knv and small	4	Ace	Qn	
Kg, Qn, Knv, 10	5	10	Knv*	
Kg, Qn, Knv, 10	4	10	Qn*	
Kg, Qn, Knv, 10	5	10	Qn†	
Kg, Qn, Knv, 10	4	10	Kg†	
Kg, Qn, Knv	6	Knv	Qn	
Kg, Qn, Knv	5	Knv	Kg	
Kg, Knv, 10, 9	5	9	Knv†	
Kg, Knv, 10, 9	4	9	Kg†	
Kg, Knv, 10	5	10	Knv†	
Kg, Knv, 10	4	10	Kg†	
Qn, Knv, 10, 9	5	Qn	9	10
Qn, Knv, 10, 9	4	Qn	9	Knv
Qn, Knv, 10	5	Qn	10	
Qn, Knv, 10	4	Qn	Knv	
Knv, 10, 9, 8 (trumps)	5	Knv	8	9
Knv, 10, 9, 8 (trumps)	4	Knv	8	10
Knv, 10, 9 (trumps)	5	Knv	9	
Knv, 10, 9 (trumps)	4	Knv	10	

* If 10 forces Ace. † If 10 wins the first trick.
‡ If Queen or Queen, Ace are out.

All that American Leads propose, when a high card is led, is to make the rule constant by extending it to other cases. Thus; with

King, Knave, Ten, the Ten is led. If the Ten forces the Ace, and A gets the lead again, he has no alternative but to go on with the King, as his high cards are not of indifferent value. Consequently no information can be given as to the number of cards led from. But suppose the Ten forces the Queen, or both Queen and Ace, and that A obtains the lead and desires to continue his suit. His King and Knave are high indifferent cards, both marked in his hand, and it is, in one sense, immaterial which of them he leads. But he may as well tell his partner whether he led from four cards originally, or from more than four. This he can do by pursuing the uniform plan of selecting, on the second round, the higher of his two indifferent cards, viz., the King, when he remains with King, Knave, and only one small one; or, by selecting the lower of his two indifferent cards, viz., the Knave, when he remains with King, Knave, and more than one small one, just as he would, for example, in the case of a lead from Queen, Knave, Ten. To know whether your partner led from King, Knave, Ten, four in suit, or from King, Knave, Ten, more than four in suit, may be of great value, especially in trumps. Hence the *third maxim* of American Leads is necessarily as follows:

With two high indifferent cards lead THE HIGHER if you opened a SUIT OF FOUR; THE LOWER if you opened a SUIT OF FIVE.

The Table No. II., on page 36, sums up the treatment of suits when a high card led is followed by a high card. Those who are familiar with the leads given in Table I., as all Whist players ought to be, need only pay attention to the additional matter.

The cases in which a third lead is entered are those in which the first two leads only show the *strength of the sequence*. In these cases the *length of the suit* is determined by the card selected for the third hand.

THE MANAGEMENT OF TRUMPS.

TRUMP LED ORIGINALLY.

The selection of card, when a trump is led originally, is the same as in plain suits, subject to the variations when leading from high cards, pointed out in the Table of Leads, and to the value of the turn-up card.

Those who use common sense hardly require to be told that with such a suit as Queen, Knave, Nine, Eight, Two, if partner turns up Ace, King, Ten, or Seven, the leader should begin with the Two, and not with his fourth best. It is equally obvious that with Ace, Queen, Knave, and small, Ten turned up by partner, the leader

should open with a small one; or that, with Ace, Queen, Ten, and small, Knave turned up to the leader's right, the first lead should be the Queen; and so on for other combinations, the principal of which will be found in most books on Whist.

LOW TRUMP LED AFTER A FORCE.

When the player forced holds only four trumps, he trumps with his fourth best. If he then leads a low trump, he goes on with his lowest remaining card. Thus, with Ace, King, Six, Two, he would trump with the Two and lead the Six, unless desirous of getting out two or three rounds of trumps at once.

When the player forced holds five trumps, he takes the force with his fourth-best card. If he next leads a low trump, he continues with his lowest. Three more trumps, all higher than the one with which he took the force, are now marked in his hand.

When the player forced holds six trumps, he should still take the force with the fourth-best card. He now remains with five trumps. If he next leads a low trump, he should lead the fourth best of these five. Three trumps higher than the one used to trump with are marked in his hand, with the chance of his also holding a lower card than the one led.

The rule of taking the force with the fourth best, holding more than four trumps, is subject to a rather large exception. When the fourth-best trump is of such value that taking the force with it may imperil a trick later on, it must be reserved. For instance, with such cards as King, Knave, Nine, Eight, Three, a careful player would rightly trump with the Three and lead the Eight. For the time, partner is not informed as to the number of trumps held.

HIGH TRUMP LED AFTER A FORCE.

When, after a force, the player holds such high trumps that he has to open the suit with a high card, he leads according to the number of trumps he now holds, not according to the number originally held.

Take the case of four trumps, one of which has been used for trumping. From Queen, Knave, and two small ones the fourth best is led; from Queen, Knave, and one small one Queen is led. Hence, a player holding Queen, Knave, and two small ones, and having been forced, should lead the Queen.

With five trumps, the player who has been forced, and who then

leads a high card, treats the suit as though he held only four originally. For example: with Ace, Queen, Knave, and two small ones, one having been made use of in trumping Ace, then Queen (not Knave) should be led.

The foregoing instructions assume that the trump lead is of the leader's own motion. If, for instance, his partner had called for trumps, he would follow the ordinary book rule, viz., with three trumps, trump with lowest, and lead highest; with four trumps, echo with penultimate and lead from highest downwards; with five trumps, echo with penultimate and lead lowest, except with Ace, when that card is led irrespective of number.

THE ELEVEN RULE.

To ascertain the number of cards, superior to the fourth best led, that are out against the leader, deduct the number of pips on the fourth-best card from *eleven*, and the remainder will give the number of higher cards.

PLAY OF SECOND HAND.

LOW CARD LED ORIGINALLY.

1. Play your lowest card second hand.

It is an even chance that your partner has a higher card than the third player. You can therefore leave the trick to the third or fourth hand, without loss, and keep in your own hand any high cards you may hold over the original leader.

2. If, however, you hold certain combinations of high cards, second hand, it is in some cases advisable to play one of the high cards.

Example.—The second hand holds Queen, Knave, and a small card of the suit led. In plain suits, Ace or King must be in the third or fourth hand. Suppose the Ace is in the fourth hand, and the King in the leader's hand. If you play the Knave you win the trick, and your partner still retains the Ace. If you play the small card, it is about an even chance that your partner's Ace will be forced out, and that the King will win the second trick in the suit.

On the other hand, it is possible that the lead may have been from a long suit of small cards, and that the King is in the third hand, and the Ace in the fourth. In that case, you probably lose a trick by putting on the Knave, second hand.

It has been found by calculation, and by practical experience, that, when a small card is led, and you, second hand, hold Queen, Knave, and a small one, you will gain oftener than you will lose by playing the Knave. All other combinations of high cards, second hand, have been similarly considered, and their practical outcome is given in Table of Play of Second Hand (pp. 43, etc.).

The doubtful case is that of King and one small card, second hand. The most approved practice is to follow the general rule, and to play the low card.

3. An exception to playing the lowest, second hand, if holding one high card, unsupported by another, is when you deem it advisable to grasp at an opportunity of obtaining the lead at once. This can only happen owing to special circumstances of the hand; for these, no rule can be laid down.

MEDIUM CARD LED ORIGINALLY.

4. It is to be assumed that the original lead is from a suit of four or more cards, and that when, say, a Nine, Eight, or Seven is led, the leader holds three cards higher than the one led. (*See Table of Leads.*) You should vary your play, second hand, so as to avail yourself of this assumption.

Example.—The original lead is an Eight. You, second hand, hold King, Knave, Nine, and a small card of the suit. If the Eight is a true lead, the eldest hand must hold three higher, viz., Ace, Queen, Ten. Therefore, you should not play your lowest card, second hand, but should cover the Eight with the Nine.

5. It follows that, in all instances, when you hold the dovetailing cards which complete an ascending sequence, you should cover the card led with the lowest which completes the sequence. To take an extreme example: The original lead is a Six. You hold Ace, Queen, Knave, Eight, Seven, second hand. If you can depend on an original lead from four cards, the leader must hold King, Ten, Nine. You should therefore play the Seven. (For various cases, *see Table of Play of Second Hand*, pp. 43, etc.)

The same applies to Ace led, followed by a medium card. If the eldest hand is an American leader, you know that he holds two cards higher than the medium card now led, and you should cover or pass accordingly. Thus. Ace is led; you play Five; the third hand plays Two; your partner plays Nine. Seven is next led. You, second hand, remain with King, Knave, Eight. You should play the Eight, as the leader must hold Queen and Ten.

If not an American leader, and the Six had been led, your play would be the same, as then the leader holds three cards higher than the Six.

HIGH CARD LED ORIGINALLY.

6. When a Ten, or an honor, is led originally, and you, second hand, hold a card or cards higher than the one led, you ought to know, in nearly all cases, what combination of high cards the leader holds. (*See Table of Leads.*) Your play will often depend on this knowledge.

Example.—Ten is led originally. You, second hand, hold Ace, Queen, and small. It is morally certain that the lead was from King, Knave, Ten, etc. You should, therefore, play the Queen. (For other cases, *see Table of Play of Second Hand*, pp. 43, etc.)

7. If an honor is led, and you hold the Ace, put it on, second hand.

8. If an honor is led, and you hold a higher honor, not the Ace, play your lowest card, second hand.

The play, if the second hand holds an honor and only *one or two* small cards, is disputed. Thus, if Queen is led, and the second hand holds King and one or two small cards, some players cover with the King. It can, however, be shown by calculation, that the more advantageous course is to pass.

SECOND ROUND OF A SUIT.

9. The play of the second hand depends mainly on the fall of the cards in the first round, as the following examples will show:

Example 1.—On the first round a small card is led. You, holding King, Ten, and a small card, play the small one. Third hand plays the Queen. He, therefore, does not hold the Knave, the rule being to play the lowest of cards of equal value, or in sequence. (*See Table of Leads.*) Your partner wins with the Ace. On the second round of the suit, another small card is led through you. You, knowing that the Knave is not in the third hand, play the Ten.

If you could not tell the position of the Knave, you would generally be right to play the King (the winning card) on the second round. (*And, see Rule 10, p. 42.*)

Example 2.—On the first round a small card is led. You, holding Nine and two small ones, play the lowest. The third hand plays the Ten, which your partner wins with the Knave. The Ten is, therefore, the highest card of that suit in the third hand. (*See Table*

of Leads.) If, on the second round of the suit, a card smaller than the Nine is led through you, you should put on the Nine.

Example 3.—On the first round of a suit, you play a high card, as instructed by the Table (pp. 43, etc.), and win the trick. If led through on the second round, you should generally play your next highest. Thus: With Queen, Knave, and one small card, you play the Knave, and win the trick. If a small card of the suit is led through you a second time, you should play the Queen.

10. When a medium or high card is led through you originally, you will generally know, on the second round, what other high cards the leader holds in the suit, and sometimes, whether those he does not hold are in the third hand or in the fourth hand. If you remain with a high card and a low card, you will generally be able to decide which of them to play by making use of this knowledge. And,

11. Failing indications to the contrary, play the winning card on the second round; do not play the second-best card; and, not holding the winning card, play your lowest as a rule.

In trumps, with the winning trump on the second round, and good cards in plain suits, and not being desirous of stopping the trump lead, it is sometimes advisable to pass.

RETURNED LEADS.

12. When a suit originally led up to you; fourth hand, is returned through you, you become second hand on the second round of the suit. The rules given for the second hand, in the case of a suit led through the same player twice, do not now apply. The general rule of play is simple. Holding the winning card, play it; holding high sequence cards, generally play the lowest of them; and otherwise play lowest.

LEADS LATE IN A HAND.

13. When a forced lead is made, the card led is generally the highest in the leader's hand. It therefore behooves you, as second hand, to do one of two things: (*a*) either to play your lowest, leaving the chance of the first trick to your partner; or (*b*) to play the winning card, or the lowest of two or more high sequence cards. No general rule can be laid down.

PLAYING TO THE SCORE.

14. Late in a hand, you should bear in mind how many tricks are required to win or save the game, or a point, and should play accord-

ingly. The simplest case is where one trick is required. Thus: With Ace, Queen, Knave, second hand, the lead being from a strong suit, the usual play is the Knave. But, only wanting one trick, you should, of course, play the Ace.

WHEN NOT ABLE TO FOLLOW SUIT.

15. Your play, second hand, depends on your strength in trumps. If strong in trumps, you should pass a card of a suit of which your partner may hold the highest; if weak, the best use to which you can put your trumps is to make tricks by trumping, unless you are certain that your partner can win the trick.

TABLE OF PLAY, SECOND HAND.

NOTE 1.—With stronger sequence cards than those tabulated, the second hand plays the lowest of the sequence. Thus:—With Ace, King, etc., he plays King; with Ace, King, Queen, etc., he plays Queen; and so on.

NOTE 2.—Obvious variations on account of the turn-up card are neglected. Thus:—With Ace, King, etc., Queen turned up, play lowest.

NOTE 3.—When calling for trumps, play the card next higher than the one indicated in the Table, if of indifferent value.

SUITS HEADED BY ACE.

LEADER.	SECOND HAND'S CARDS.		PLAY.
Any card.		 etc.	King.

In trumps, with Ace, King, and small, and not being desirous of stopping the trump lead, nor of obtaining the lead, play lowest.

LEADER.	SECOND HAND'S CARDS.		PLAY.
Card lower than Eight.		  etc.	King.

If Eight is led originally, play Knave (*see* Rules 4 and 5, p. 40). And similarly, with Ace, King, Ten, play Ten on Eight led; and so on.

LEADER.	SECOND HAND'S CARDS.			PLAY.
Any small card.			 etc.	Knave.

LEADER.	SECOND HAND'S CARDS.			PLAY.
Any small card.			 etc.	Queen.

But play Ten *in trumps*; or *in plain suits* if strong enough in trumps to lead them; or with only three of the suit in hand.


LEADER.	SECOND HAND'S CARDS.			PLAY.
Any card except honor.		 etc.		Lowest.

With five or more in suit, play lowest if strong enough in trumps to lead them; Queen if weak.

If Knave is led, play Ace.

LEADER.	SECOND HAND'S CARDS.			PLAY.
Any small card.			 etc.	Lowest.

In trumps, play Ten.

LEADER.	SECOND HAND'S CARDS.			PLAY.
Any card except honor.		and small.		Lowest.

If an honor is led, play Ace. But, *in trumps*, if not desirous of stopping the trump lead, nor of obtaining the lead, play lowest.

Some players, with Ace, Knave, etc., pass the King led. It is

seldom good play to do so; but such play may sometimes be advisable towards the end of a hand, when the position of most of the remaining cards is known.

SUITS HEADED BY KING.

LEADER.	SECOND HAND'S CARDS.		PLAY.
Any card except Ace.		 etc.	Queen.

In trumps, with King, Queen, and more than one small (excluding the Ten), and not being desirous of stopping the trump lead, nor of obtaining the lead, play lowest.

In trumps, with King, Queen only, small card led, it is often advisable to play King.

If Knave is led originally, cover with Queen, *in trumps*. *In plain suits*, many players cover; but it can be shown by calculation that it is better to play lowest.

LEADER.	SECOND HAND'S CARDS.		PLAY.
Card lower than Eight.		  etc.	Queen.

If Eight is led originally, play Ten (*see* Rules 4 and 5, p. 40). And similarly, with King, Queen, Nine, play Nine on Eight led; and so on.

LEADER.	SECOND HAND'S CARDS.		PLAY.
Any small card.		  etc.	Ten.

LEADER.	SECOND HAND'S CARDS.		PLAY.
Card lower than Eight.		  etc.	Lowest.

If Eight is led originally, play Nine (*see* Rules 4 and 5, p. 40). And similarly, with King, Knave, and small, play Knave on Nine led; and so on.

LEADER.	SECOND HAND'S CARDS.	PLAY.
Any card led.	 and small.	Lowest.



But play King, with King and one small, if Nine is led; or, with King, Nine only, if Eight is led. In other cases, do not play King second hand, with King and one small one, unless desirous of obtaining the lead.

If Queen, or Knave, is led originally, many players, with King and two small, or with King and one small, cover the honor with the King; but it can be shown by calculation that it is better to play lowest.


In trumps, if a small card is led, and the leader, to your right, has turned up the Ace, play King, holding only King and one small. Also, if you have turned up the King, and have only one small, and a small trump is led through you, play King.

SUITS HEADED BY QUEEN.

LEADER.	SECOND HAND'S CARDS.	PLAY.
Any small card.	   etc.	Ten.

LEADER.	SECOND HAND'S CARDS.	PLAY.
Any small card.	  and one small.	Knave.

With Queen, Knave, and more than one small, play lowest.

LEADER.	SECOND HAND'S CARDS.	PLAY.
Card lower than Nine.	 and small.	Lowest.

If Ten or Nine is led originally, with Queen, and only one small, play Queen.

If Knave is led originally, many players, with Queen and two small, or with Queen and one small, cover with the Queen; but it can be shown by calculation that it is better to play lowest.

In trumps, if a small card is led, and the leader, to your right, has turned up Ace or King, play Queen, holding only Queen and one small. Also, if you have turned up the Queen, and have only one small, and a small trump is led through you, play Queen.

SUITS HEADED BY KNAVE.

LEADER.	SECOND HAND'S CARDS.			PLAY.
Any small card.			 etc.	Nine.

LEADER.	SECOND HAND'S CARDS.			PLAY.
Any small card.		 and one small.		Ten.

With Knave, Ten, and more than one small, play lowest.

SUITS HEADED BY TEN.

LEADER.	SECOND HAND'S CARDS.			PLAY.
Any small card.		 and one small.		Nine.

With Ten, Nine, and more than one small, play lowest.

Some players, with Ten, Nine, and one small, play small. The advantage of playing the Nine is very slight, and Nine, followed by a small card, may be mistaken for a call for trumps by a partner who is in the habit of playing the small one.

Therefore it is not advisable to play the Nine, unless your partner is a player who adopts the same rule of play.

PLAY OF THIRD HAND.

LOW CARD LED ORIGINALLY.

1. Play your highest, third hand.

You assume that your partner has led from his strongest suit, and, if the second hand plays a card you can beat, you, third hand, play either to win the trick, or to force out a high card from the fourth hand, in hopes of establishing your partner's suit.

2. The only exceptions are: (*a*) With Ace, Queen, you play Queen, third hand; and (*b*) with cards in sequence you play the lowest of the sequence.

HIGH CARD LED ORIGINALLY.

3. You can only play properly by being familiar with the combinations from which a high card is led (*see* Table of Leads, pp. 22 to 29), and by applying this knowledge to the combinations you hold.

Example 1.—Ace, then Queen, is led. You held originally King and two small ones. You know your partner remains with Knave, and only one small card of his suit. You therefore play the small card to his Queen.

Example 2.—Ace, then Knave, is led. You held originally King and two small ones. You know your partner remains with Queen, and at least two small cards of his suit. You therefore play the King to his Knave so as to unblock his long suit.

NOTE.—There is a risk of losing the trick by playing the King, if the fourth hand does not follow suit to the Knave; but, in the opinion of the best judges, this risk ought to be run.

4. Your play, third hand, will often depend on the *number* of cards you hold in the suit led.

Example.—Ace, then Knave is led. You held originally King and three small ones. You play a small card to the Knave. If your partner goes on with the suit, you next play the King (even if the second hand trumps), so as to unblock the suit, of which you know your partner remains with Queen and at least one small card, and the command.

UNBLOCKING.

5. When to unblock is a difficult point in the play. In order to understand it, you must bear in mind that your partner's object in leading from a strong suit, of four or more cards, is to make tricks with the long cards of it, should he have the lead after trumps are

out. If you retain *one* card of his suit, and that card is higher than the best he has remaining, you defeat his plans.

6. No short general rule can be given for unblocking. The Table of Play of Third Hand (pp. 50, etc.) includes many cases in which unblocking should be attempted. For others, not provided for in the Table, the following may serve:—Whenever you hold one or more high cards, and *one* low card, of a suit of which you have reason to believe your partner has the long cards, consider carefully, before playing, whether you should retain the one low card, and get rid of a possible blocking card. (*See Examples, Rules 3 and 4, page 48.*)

7. All unblocking play presupposes that your partner is correct in leads. With a partner who leads irregularly, the play of the third hand is often mere guess-work. Also, unblocking play seldom applies to the trump suit, as, even if that suit is blocked, the long trumps must make eventually.

WHEN NOT ABLE TO FOLLOW SUIT.

8. When an honor is led originally, and is not covered second hand, do not trump it, even if weak in trumps. When a Ten, or even a Nine, is led originally, and is not covered second hand, pass it as a rule, unless you are weak in trumps, and are desirous of obtaining the lead.

SECOND ROUND OF A SUIT.

9. When your partner returns the suit you led originally, your play, third hand, depends on (*a*) the fall of the cards in the first round; (*b*) the value of the card returned; and (*c*), when in doubt, on your strength in trumps.

Example 1.—You lead a small card from Ace, Knave, and two small ones. Your partner wins with the Queen, and returns a small card of the suit. You are now third player. It would be absurd to finesse the Knave, as the King cannot be in the hand to your right.

Example 2.—You lead a small card from Ace, Ten, and two small ones. Your partner wins with the King, and returns the Knave. If you are strong in trumps, pass it; if weak in trumps, play the Ace. And, as a general rule,

10. It is advisable, on the second round of a suit, to finesse against one card which may be to your right, if you are strong enough to lead trumps, should the finesse succeed.

11. When you are not the original leader, your play, third hand, on the second round of a suit, depends on (*a*) the previous fall of

the cards; (b) your knowledge of the combination led from; and (c) whether you desire to unblock.

Example 1.—Queen is led originally by your partner; taken fourth hand by the King. Your partner, on next obtaining the lead, leads Knave, showing that his suit consisted of at most four cards (*see* Table of Leads, pp. 22 to 29). You, remaining with Ace and one small one, should pass.

On the other hand, if your partner continues with the Ten, instead of the Knave, you should put on the Ace, in order to unblock, as your partner remains with Knave and at least two small cards (*see* Table of Leads, pp. 22 to 29).



Example 2.—You hold Ace, Queen, and a small one, of a suit of which your partner leads the Ten, originally. You, knowing the lead to be from King, Knave, Ten, etc., play the small one. Your partner continues with a small card. You should now play the Ace, not the Queen, as, if you retain the Ace, you block your partner's suit.

TABLE OF PLAY, THIRD HAND.


NOTE 1.—The Table assumes original leads from strong suits, as laid down in Table of Leads (pp. 22 to 29). The play of the third hand to forced leads depends on judgment, and cannot be tabulated.

NOTE 2.—The play of small cards to the first round is also assumed. If, in actual play, the third hand sees that he is practically in the position given in the Table, owing to the fall of high cards, or to his holding stronger cards than those mentioned, he should play accordingly.

ACE LEADS.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Ace then Queen.	 and two or more small.	Small then small.
LEADER.	THIRD HAND'S CARDS.	PLAY.
Ace then Knave.	 and two small.	Small then King.

If second hand does not follow suit to the Knave, play small. With King, and more than two small, play small to Knave. *In trumps*, play small to Knave, irrespective of number.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Ace then Ten.	 and two small.	Small then King.

If second hand does not follow suit to the Ten, still play King, even though second hand trumps.

With King, and more than two small, play small to Ten.

In trumps, play small to Ten, irrespective of number.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Ace then Nine.	 and two small.	Small then Queen.

If second hand plays King to the Nine, still play Queen.

If second hand does not follow suit to the Nine, play Queen; but, if second hand trumps, play small.

With Queen, and more than two small, play small to Nine.

In trumps, play small to Nine, irrespective of number.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Ace then honor or Ten.	None of the suit after Ace.	Small of weak plain suit.

Unless second hand covers.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Ace then any card.	  and two small.	Small then Queen.

If second hand trumps the second card led, still play Queen. And, third round of the suit, play King.

With King, Queen, and more than two small, play small to Nine led after Ace.

In trumps, play Queen second round, irrespective of number.


LEADER.	THIRD HAND'S CARDS.		PLAY.
Ace then any card.		 and two small.	Small then Knave.


Even though second hand plays King.

And, whenever the third hand has four of the suit originally, and remains, on the second round, with two high cards and a low one, he should play as directed in this and the previous case.

When Ace is led originally, the third hand, with four of the suit, should begin to unblock on the first round. Thus: With King, Queen, Knave, and one small card, he should play the Knave to the Ace, and the Queen to the second round, even if the second hand trumps. For details of similar positions for unblocking with four of a suit, complete treatises must be consulted.

KING LEADS.

LEADER.	THIRD HAND'S CARDS.		PLAY.
King then Knave.		and two or more small.	Small then small.

LEADER.	THIRD HAND'S CARDS.		PLAY.
King then Ten.		and two small.	Small then Ace.

If second hand does not follow suit to the Ten, still play Ace, even though second hand trumps.

With Ace and three small, continue to play small.

With Ace and more than three small, play small to three rounds, and win the fourth round with the Ace.

In trumps, play small, then small, irrespective of number.

LEADER.	THIRD HAND'S CARDS.		PLAY.
King then small.		 and one small.	Small then Ace.

If second hand does not follow suit to the small card, play Knave.

With Ace, Knave, and more than one small, play Knave to the second round, unless trumped, when play small.

With Ace, Knave, only, *in plain suits*, play Knave to King led.

In trumps, with Ace, Knave only, take King with Ace, and return Knave.

LEADER.	THIRD HAND'S CARDS.	PLAY.
King.	None of the suit.	Small of weak plain suit.

Unless second hand plays Ace.


QUEEN LEADS.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Queen.	  and one small.	King and lead Ace.

If second hand does not follow suit, play small.

With Ace, King, and more than one small, play small (and *see* below for subsequent play).

In trumps, play small, irrespective of number.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Queen.	 and one or more small.	Small.

Unless second hand plays King.


If second hand does not follow suit, and does not trump, play Ace; unless holding Knave or Ten, with or without others, when pass or play small. And,

In trumps, play small.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Queen.	None of the suit.	Small of weak plain suit.

Unless second hand cover

LEADER.	THIRD HAND'S CARDS.	PLAY.
Queen then Knave.	  and two or more small.	Small then small.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Queen then Knave.	 and two or more small.	Small then small.


The same with Ace, and two or more small, unless King is played second hand.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Queen then Ten or Nine.	  and two small.	Small then King.

If second hand does not follow suit to the Ten, or Nine, still play King, even though second hand trumps.

With Ace, King, more than two small, play small to Ten or Nine.

In trumps, play small to Ten, or Nine, irrespective of number.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Queen then Ten or Nine.	 and two small.	Small then King.

If second hand does not follow suit to the Ten, play small; but if second hand does not follow suit to the Nine, still play King, even though second hand trumps.

With King, and more than two small, play small to Ten, or Nine.

In trumps, play small to Ten or Nine, irrespective of number.

The same with Ace, and two or more small, unless King is played on Queen led. Also, if Queen wins the first trick, and Ten or Nine is next led, and is not covered, of course the third hand should not put on the Ace.

LEADER.	THIRD HAND'S CARDS.		PLAY.
Queen then small.		 and one small.	Small then Ace.

If second hand trumps the small card, play Knave.

With Ace, Knave, and more than one small, play small, then Knave.

In trumps, play small, then Knave, irrespective of number.

KNAVE LEADS.

LEADER.	THIRD HAND'S CARDS.		PLAY.
Knave.		 and one small.	Queen and lead King.

Even if second hand trumps; and, second round, play King.

With Ace, King, Queen, and more than one small, play small.

In trumps, play small, irrespective of number.

LEADER.	THIRD HAND'S CARDS.		PLAY.
Knave.		 and one or more small.	King.

If strong in trumps, play small, unless second hand covers.

If second hand trumps, play small.

In trumps, play small, unless second hand covers.

LEADER.	THIRD HAND'S CARDS.		PLAY.
Knave.		 and one or more small.	Small.

Unless second hand covers.

If second hand does not follow suit, and does not trump, play Ace.

In trumps, if second hand does not follow suit, play small.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Knave.	  and one small.	Queen.

Even though second hand plays Ace. And, second round, play King.

If second hand does not follow suit to the Knave, play small.

With King, Queen, and more than one small, play small.


In trumps, play small, irrespective of number.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Knave.	 and one small.	Ace.

If second hand trumps, play small.

If second hand does not follow suit, and does not trump, the play of the third hand depends on whether the lead is from Knave, Ten, Nine, or from King, Queen, Knave. If the former, play Ace; if the latter, pass. To decide this, the leader's habit is the main guide (*see* Table of Leads, pp. 22 to 29).


With Ace and more than one small, play small, unless second hand covers (and *see* below for subsequent play). If second hand does not follow suit, play as directed in previous paragraph.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Knave.	 and one or more small.	Small.

Unless second hand plays Queen.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Knave.	None of the suit.	Small of weak plain suit.

Unless second hand covers.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Knave then King or Queen.	 and two small.	Small then Ace.

If second hand does not follow suit to the King led (after Knave), play small; but, if second hand does not follow suit to the Queen, still play Ace, even though second hand trumps.

With Ace, and more than two small, play small, then small.


In trumps, play small, then small, irrespective of number.

If Knave led is followed by Ten, the third hand, whatever his cards, does not attempt to unblock. If Knave led is followed by Nine, or Eight, the third hand should play to unblock, on the same lines as when Queen is followed by Ten, or Nine, bearing in mind that there is one other high card to be accounted for. Thus: With King, Queen, and two small, if Knave led is followed by Nine, the third hand should play Queen, to Nine, in plain suits, and third round should play King.


TEN LEADS.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Ten.	  only.	Ace and lead Queen.

If second hand trumps, play Queen.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Ten.	 and one or more small.	Ace.

Unless second hand trumps.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Ten.	 and one or more small.	Small.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Ten.	None of the suit.	Small of weak plain suit.

Unless weak in trumps, and desirous of obtaining the lead; or, unless second hand covers.

LEADER.	THIRD HAND'S CARDS.	PLAY.
Ten then small.	  and one small.	Small then Ace.

If second hand trumps the small card, still play Ace. With Ace, Queen, and two small, play small, then Queen; but, if second hand trumps, play small, then small. On the third round, if leader plays small, third hand should play Ace.

With Ace, Queen, and more than two small, if second hand trumps, continue to play small.

In trumps, play small, then Queen, irrespective of number.

NINE LEADS.

With Ace, Queen only, play Ace, and lead Queen.

With Ace, Queen, and one or two small, play Queen to Nine. With more than two small, pass the Nine if strong in trumps.

With King, Queen, etc., the obvious play is the Queen; and with Ace, or King, and any number of small cards, the Ace or King.

With Queen, or Knave, and one, two, or three small ones, play Queen or Knave; but, with more than three small, pass the Nine, if strong in trumps.

With none of the suit pass the Nine, unless weak in trumps, and desirous of obtaining the lead.

PLAY OF FOURTH HAND.

The fourth player having, with a few exceptions, merely to win the trick, if against him, his play involves no further development of general principles.

The exceptional cases, where the fourth hand should not win the trick, though he can, or should win his partner's trick in order to

get the lead depends so much on the previous fall of the cards, that they can only be determined by the judgment of the player.

MANAGEMENT OF TRUMPS.

LEAD TRUMPS WHEN VERY STRONG IN THEM.

With five or more trumps you are very strong. You should lead them with the object of exhausting the adversaries' trumps. With five trumps your chance of succeeding in this and remaining with the long trumps is considerable, and you have an excellent prospect of bringing in any long suit which you or your partner may hold.

Number being the principal element of strength, you should not be deterred from leading from five trumps simply because the fourth hand has turned up an honor. Nor should you lead from less than five trumps merely because an honor has been turned up second hand.

If you are very strong in trumps (*i. e.*, with a minimum of five trumps, one being an honor, or four trumps, two being honors), and have not the lead you can *ask for trumps* (*i. e.*, call on your partner to lead a trump), by playing an unnecessarily high card before a low one. Thus, if your partner leads King, Ace of a suit, and to the first round you play the Three, to the second round the Two, you have asked for trumps. Your partner is then bound to relinquish his game, and to lead trumps at once. If he has three trumps he should lead his highest, and then his next highest. If he has more than three trumps, his lowest, unless he has the Ace, when he should lead that, and then his lowest (*see* p. 63).

If your partner leads trumps or asks for trumps, and you have four or more trumps, you should *echo* by asking at the first opportunity (*see* p. 64).

You should lead from four trumps if you get the lead after the adversaries' hands are cleared of your strong suit, or so far cleared that you command it.

As a rule you should not lead from less than four trumps unless :

You have winning cards in every suit ; or

The adversaries are both trumping ; or

The game is hopeless unless your partner proves strong.

You should at once return your partner's trump lead, because he, by leading trumps, declares a strong game, and it is your best policy to second him, even if by so doing you abandon your own plans.

DO NOT FORCE YOUR PARTNER IF YOU ARE WEAK IN TRUMPS.

With less than four trumps you are weak. When weak yourself, you should not lead a card for your partner to trump; for, by forcing, you weaken him and run the serious risk of leaving the command of trumps with the adversaries.

Exceptions.—You may force your partner though yourself weak:

If he has already been forced, and has not afterwards led a trump; or

If you know him to be weak in trumps, as by his having trumped second hand; or

If you and he can each trump a different suit; or

When one trick from his hand wins or saves the game or a point.

The same considerations which make it inexpedient to force your partner when you are weak, show that it is advantageous to

FORCE A STRONG TRUMP HAND OF THE ADVERSARY.

For you thereby take the best chance of preventing his making use of his trumps for bringing in a suit. If he refuses to take a force, keep on giving it to him.

For instance, if he passes your King (led from King, Queen, etc.), and the King wins, continue the suit, and so on. Weak players never understand this; they do not like to see their winning cards trumped, and therefore frequently lead trumps when an adversary refuses to be forced.

It now hardly requires to be stated that it is bad play intentionally to force a weak adversary, and still worse to lead a suit to which both adversaries renounce, as the weak will trump, and the strong get rid of a losing card.

PLAY THE LOWEST OF A SEQUENCE WHEN NOT LEADING.

You naturally win a trick with the smallest card you can, or if you cannot win it, you throw away the smallest you have. By adopting a uniform plan, you enable your partner to tell what cards you hold. And it is found by experience that this information is of more value to your partner than to the adversaries.

KEEP THE COMMAND OF YOUR ADVERSARIES' SUIT; GET RID OF THE COMMAND OF YOUR PARTNER'S SUIT.

You assume that the suit chosen for the lead by each player is his strong suit. By leading the winning card of a suit you assist in clearing it. This, of course, is to your advantage so far as your

partner's suit is concerned. But the reverse holds with regard to your opponents' suits. Here you want to obstruct the establishment of a suit as much as you can, and should therefore not only refrain from leading the commanding cards, but should keep second best and third best cards guarded with small ones, as long as you can.

If, however, the adversaries continue their suit, you should, as a rule, play the winning card of it in the second round, as the chances are it will be trumped third round.

This is the simplest rule for beginners. But there are various exceptions. Thus, if you have best and third best of a suit, and have reason to suppose the second best is to your right, you would play the third best. In trumps, also, if you are not desirous of stopping the trump lead at once, it is often right to pass the second round.

DISCARD FROM YOUR WEAKEST SUIT.

When not able to follow suit, you do no harm by throwing away from suits in which you are already weak; but if you throw away from a strong suit, you diminish its numerical power.

The same rule applies as to trumping second hand. If weak in trumps, trump a doubtful card, but not if strong.

There is one exception to the rule of discarding from the weakest suit. If the opponents declare great strength in trumps, as by leading or asking for them, you have no reasonable chance of bringing in a long suit. In such cases you must play on the defense, and guard your weak suits, discarding from your best protected suit, which is generally your long suit.

It follows, if your partner pursues this plan, that he will give you credit for weakness in the suit you first discard, when no great adverse strength in trumps has been shown, and he will refrain from subsequently leading that suit. But, if great adverse strength in trumps has been declared, he will assume you to be strong in the suit you first discard, and will lead that suit unless he has a very strong suit of his own.

PLAY TO THE SCORE.

All general rules are subject to this one. Thus, if one trick saves or wins the game, make it at once. For example: The score is Love-all; you have four tricks; the adversaries have shown two by honors; your partner opens a fresh suit of which you have Ace, Queen. The general rule is to play the Queen; but, as here one trick saves the game, you would generally be right to play the Ace.

The example is given for one trick; but you should always keep in mind how many tricks are requisite to win or save the game, or even a point, and play accordingly.

WATCH THE FALL OF THE CARDS.

By observing the suits led by the different players, and the value of the cards played by each, and by counting the number of cards out in the various suits, especially in trumps, you will find that you will often know the position of all the important cards remaining in; and by means of this knowledge you will be enabled to play the hand, particularly toward its close, to the best advantage. You should begin by recording in your own mind the broad indications of the hand as it progresses; you will gradually acquire the power of noting even the minor features without any great effort.

You should draw your inferences *at the time*. Thus, if a King is led originally and you have the Ace of that suit, you should *at once* infer that the leader has the Queen; and so on for other combinations.

The following table gives some of the more important inferences:

TABLE.

PLAY.	INFERENCE.
ORIGINAL LEADER.	
Suit led.	Is his strongest.
Small card led.	Has not any combination from which a high card is led.
Ace led.	Has at least five in suit and has not King.
Ace then Queen.	Has Knave.
King led.	Has Ace or Queen, or both.
Queen led.	Has not Ace or King, but almost certainly Knave and Ten.

And so on through the whole list of leads.

Plain suit led originally.	Is not very strong in trumps.
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LEADER, SECOND ROUND OF A SUIT.

Does not lead winning card.	Has not got it.
Leads the second best.	Has the third best.
Returns partner's lead with a low card; afterwards plays a higher one.	Has more.
Returns partner's lead with a high card; afterwards plays a lower one.	Has no more.

PLAY.

SECOND HAND.

INFERENCE.

Plays a low card.	His lowest, unless calling for trumps.
Plays a high card.	Has no more, or the next highest, or one of the combinations with which a high card is played second hand.

THIRD HAND.

Plays Ace.	Has neither King nor Queen.
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FOURTH HAND.

Does not win the trick if against him.	Has no higher card than the one against him.
Wins with any card.	Has no card between the one he plays and the one against him.

SECOND, THIRD, OR FOURTH PLAYER.

Any card.	Has not the one next below it.
Does not cover or win the trick.	Card played is his lowest, unless he is asking for trumps.
Any suit discarded.	Is weak in that suit, except great strength in trumps has been declared against him, when he is strong.

TRUMPS.

Leds to force his partner.	Is strong in trumps, unless partner has already been forced accidentally and has not led trumps.
Refrains from forcing his partner.	Is weak in trumps.
Does not trump a winning card.	Has no trump or has four trumps and wants trumps led.
Trumps a doubtful card.	Is weak in trumps.
Does not trump a doubtful card.	Is strong in trumps, or has no trumps.
Plays unnecessarily a high card before a low one in any suit.	Is calling for trumps.

ASKING FOR TRUMPS.

This "ask" is indicated by your playing an unnecessarily high card; that is, on a trick won by Ace, third in hand, you as fourth

player throw the Six, and next round play the Two, or, as second player, play the Four, and then next round, drop the Two or Three. Thus asking for trumps means playing a *totally unnecessarily* high card, when by subsequent play you show you could have played a lower card. You must be careful to distinguish between a totally unnecessarily high card, and a card played to cover another card, or to protect your partner. If you hold Knave, Ten, and Two of a suit, as second player, you play your Ten, on next round you would play your Two, if this trick was won by a card higher than your Knave. Your partner must not assume, from the fall of the Two, that you have asked for trumps; you have simply played the proper card. If you wished to ask for trumps, with this hand you should play your Knave on the first card led. But your partner cannot tell until the third round of the suit whether you have or have not asked for trumps under the above conditions. Thus the play of the second hand must be watched carefully to note whether the card played is, or is not, a protecting card, and not an "ask". With fourth player there is less chance of mistake, for if the trick be already won, and he throws a Five or any other higher card, and next round plays the Two or Three, it must be an "ask". If the card led by the original leader be a high card, such as King or Ace, then the play of second player is not liable to be misunderstood. No player can ask for trumps by his lead.

THE ECHO.

As a sequel to the "ask for trumps", another system of play has been for some time adopted, by which, if your partner ask for trumps, you can inform him whether you hold four, or more or less than four trumps; that is, either to "ask" in trumps when they are led, or ask in some other suit after your partner has asked. This echo is a most powerful aid, as it is almost certain to enable you to win an extra trick. The following may serve as an example:

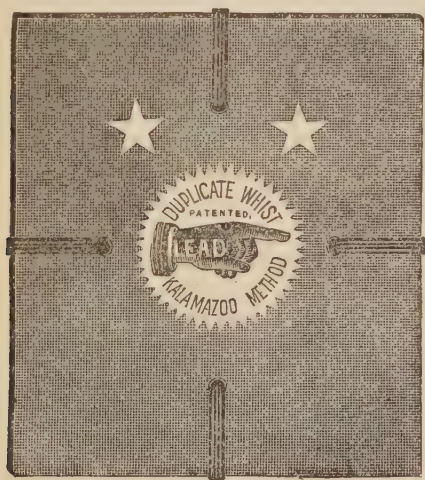
Your partner holds Ace, King, Queen, and Ten of trumps; you hold Nine, Five, Three, and Two. Your partner has asked for trumps, and immediately after leads the Queen. On this you play your Three. He then leads King; on this you play your Two. He then knows you hold four trumps. He then leads Ace, on which you play your Five, and Knave falls from one adversary. Your partner now holds best trump, and could draw the remaining trump if it were in the adversary's hand; but you by the echo have told him it is in your hand. Had you not echoed, your partner would draw this trump, as he would conclude it was held by the adversaries.

DUPLICATE WHIST.

KALAMAZOO METHOD.*

Duplicate Whist is in no sense a new game; its only distinguishing feature is that the hands for the whole evening, or sitting, after having been once played, are played over again, or in duplicate. In the duplicate play, each player plays the hand that one of his opponents originally held. With this in mind, all misconception in relation to further details will be avoided.

Below is described an exceedingly simple and convenient device by means of which the duplicate play of any number of hands is accomplished.



FACE OF TRAY.

The above is a cut of a Whist tray. The tray is made of tar board or other suitable material covered with cloth or leather. Its size is 10 inches long, 9 inches wide. A rubber band extends from the middle of each side to a point directly toward the center of the

* Copied by permission of Messrs. Ihling, Bros. & Everard, Kalamazoo, proprietors of the patent.

tray. Only the ends of the band are fastened to the tray, allowing the middle portion to be raised above the tray and a hand of cards to be slipped under the band and held between it and the tray. In the center of the tray is an index pointing directly toward one side of the tray. Near one side of the tray are two stars.

HOW THE TRAY IS USED.

The tray is placed in the center of the table with the side containing the stars toward the north. In this position the index in the center of the tray points to the player who is to lead, and therefore the immediately preceding player must deal. The trump is not turned, but one suit is declared trump for the evening. After the cards have been dealt, first player plays by laying his card face up on the table, placing it immediately in front of him, instead of in the center of the table. In turn the other players now play in the same way. The side winning the trick takes a poker chip from the center of table. (There should be thirteen chips in center of the tray representing the number of tricks.) Each succeeding round is played in like manner, the winner of the immediately preceding trick having the lead as in ordinary Whist. The cards of each round should be so placed as to exactly cover those of the preceding round, otherwise the cards of each round should be turned face down after the round has been completed.

After the hands of the first deal have been played each player takes up the hand he has just played, shuffles it, and slips it face down under the rubber band on his side of the tray. The chips are counted, and the result of the hand is then scored as described below. The tray is laid aside and another placed on the table with the side containing the stars toward the north, as before. Of course another deck of cards is necessary with which to make a new deal. Any desired number of trays having been thus used, they are returned to the table singly, bearing the original hands, which are now played over again. In returning a tray to the table, the side containing the stars is placed to the east or west. This accomplishes the exchange of hands, that is, gives to each player the hand that one of his opponents held originally. The index in the center of the tray locates the lead in the play of both originals and duplicates.

For convenience in keeping the score and for the purpose of comparing corresponding results of the original and duplicate play the trays are numbered 1, 2, 3, etc. The number is on the under side of the tray.

The duplicates are returned to the tables in irregular order, not consecutively; the numbers on the under side of the trays are not to be referred to by the players until the deal is played out. By this irregular return of the duplicates the players will not know which deal is before them, until reference is made to the number of the tray for scoring, consequently any recollection of the deal from the first play will be impossible.

THE SCORE.

The score may be kept in any of the usual ways, but the score-card on the following page will show the method recommended for Duplicate Whist.

The numbers in the central column correspond to the numbers on the trays. On the left of this central column are columns for scoring the number of tricks won with both the original and duplicate hands by the players occupying the north and south sides of the table. The names of these players should be written in the blank spaces left for them above the columns. The columns on the right of the central column should be used for the score of the other two players. The players who score the greatest number of tricks during the whole play are accounted the winners.

It is well known that in the ordinary seven-point game of Whist one side may win the most games while the opponents make the most points; but it is not so well known, perhaps, that one side may make the most points while the opponents win the most tricks.

TWO OR MORE TABLES.

It is evident that the same set of trays will accommodate two or more tables. Table 1 may play tray 1 and table 2 may play tray 2 at the same time. Then table 1 may play tray 2 and table 2 tray 1 at the same time. After each table has thus played trays 1 and 2, in the same way each may play trays 3 and 4, 5 and 6, etc.

If there are three tables, tables 1, 2, and 3 may play trays 1, 2, and 3, respectively, at the same time. Then tray 1 may pass to table 2; tray 2 to table 3, and tray 3 to table 1. After the three trays have been played in these positions, tray 1 may pass to table 3; tray 2 to table 1, and tray 3 to table 2. This method can be pursued until each of the three tables has played any number of times three trays.

In a manner entirely analogous, four tables can play any number of times four trays; five tables, any number of times five trays; six tables, any number of times six trays; etc.

SCORE SHEET FOR DUPLICATE WHIST.

Table No.

Date, 189

..... N.

vs. E.

..... S.

..... W.

SCORE NUMBER OF TRICKS MADE BY EACH SIDE.

Original Score.	Duplicate Score.	TOTAL.	No. of Deal.	Original Score.	Duplicate Score.	TOTAL.
			1			
			2			
			3			
			4			
			5			
			6			
			7			
			8			
			9			
			10			
			11			
			12			
			13			
			14			
			15			
			16			
			17			
			18			
			19			
			20			

With a limited number, say 2 to 4 tables, some one of the players, usually the host or hostess, performs the duty of passing and caring for the trays. To avoid confusion, one person should have entire charge of this service, neither soliciting nor accepting assistance from anybody else, and it is better, when convenient, to have this duty assigned to a person not in the play.

In Duplicate Whist very interesting contests between different clubs are easily arranged; any Whist company may be divided by lot, or by choice of two leaders, into two sides, and the result decided by the aggregate scores at all the tables. As an additional feature prizes may be awarded to the couple having the highest score.

RULES FOR DUPLICATE WHIST.

Duplicate Whist is subject to the laws of the regular game in all cases except the following:

In the penalty incurred for a revoke, etc., the necessary points are deducted from the defaulter's score, and added to the opponents'; but the points can in no case exceed the number of tricks taken in that hand by the offending party, so that the limit of thirteen for one hand shall not be exceeded.

Again: If a player makes a misdeal, he must deal again, without incurring any penalty for it.

SPECIAL CAUTION.

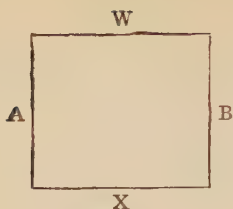
When more tables than one take part, do not make any comparison of scores until the game is over.

Cards should not be thrown down, claiming remainder of tricks because holding winning cards, but *hands should be played through*, one trick at a time.

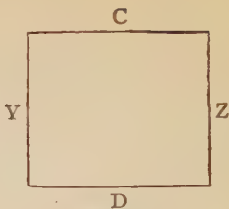
When a deal is played through, each player should immediately place his packet of thirteen cards in its place on the tray, before the scorers count and score the result.

DUPLICATE WHIST WITHOUT TRAYS.

Duplicate Whist may be played without the assistance of the trays, as follows: A, B, C, and D play against W, X, Y, and Z,—A and B *vs.* W and X in room No. 1, and C and D *vs.* Y and Z in room No. 2, sitting as represented in the diagram:



ROOM NO. 1.



ROOM NO. 2.

The deal starts at the same side of the table in each room, say A in No. 1 and Y in No. 2.

After the hand has been played, and scored, as already described, A and B, W and X go to room No. 2, where a similar process has been going on; C, D, Y, Z, of course, going to room No. 1. A occupies Y's seat, B takes Z's seat, W takes C's seat, and X takes D's seat, similarly Y takes A's seat in room No. 1, Z takes B's seat, C takes W's seat, and D takes the seat vacated by X. Thus each player plays the hand held originally by one of his adversaries.

After the play of the hand is completed, and the score marked, the cards are thrown in the center of the table as at ordinary Whist. A new deal ensues, and after being played the teams again reverse, thus resuming their original positions, and the play continues as before.

DUMMY WHIST.

This is played by three players.

One hand, called Dummy's, lies exposed on the table.

The laws are the same as those of Whist, with these exceptions:

I. Dummy deals at the commencement of each rubber.

II. Dummy is not liable to the penalty for a revoke, as his adversaries see his cards; should he revoke and the error not be discovered until the trick is turned and quitted, it stands good, and the hand proceeds as though the revoke had not been discovered.

If Dummy's partner revoke, he is liable to the usual penalties.

III. Dummy being blind and deaf, his partner is not liable to any penalty for an error whence he can gain no advantage. Thus, he may expose some or all of his cards—or may declare that he has the game, or trick, etc., without incurring any penalty; if, however, he lead from Dummy's hand when he should lead from his own, or *vice versa*, a suit may be called from the hand which ought to have led.

The whole policy of the assailants' game consists in leading through Dummy's strong suits, and up to the weak; the return of partner's lead being, in most cases, a secondary consideration.

This game eminently displays the rationale of some of the most important maxims at Whist; for example:

The expediency of leading a strengthening card to partner.

The benefit of pursuing an old suit in preference to a fresh weak one.

The importance of *placing* the lead.

The mischief of forcing the strong and weak hand indiscriminately; and the proper application of a thirteenth card.

The policy of retaining the command of the adversaries' suit.

DOUBLE DUMMY.

Is played by two players, each having a Dummy or exposed hand for his partner. The laws of the game do not differ from Dummy Whist, except in the following special Law: There is no misdeal, as the deal is a disadvantage.

Each player and the two Dummies take the deal in turn, and are liable to all the laws previously stated.

Although cards will "beat their makers", the game of Double Dummy is more in favor of the best player than any other at Whist.

It undoubtedly is very instructive to the novice, and has been recommended by high authorities as the best mode of studying the game.

THE AMERICAN WHIST CODE.

The code adopted by "The American Whist League" differs from the English Whist Laws very materially. It is not, however, thought advisable to give the American laws here, because it is generally understood that the League intends to perfect the code at the next meeting of the Congress, and, if possible, render subsequent amendment unnecessary. The following are, at present, the principal points of difference between the two codes:

I. The American game consists of seven points. *Singles, doubles, and the rubber*, together with scoring by honors, have all been abolished.

II. The English Law 84, which provides for the consultation of partners as to penalty, has been expunged, and gives to the player

on the right of the offending party authority to exact the penalty (*see* Law 38, American code).

III. The American code provides that only a single penalty can be exacted for leading out of turn. The penalty adopted is calling a suit from either of the adversaries when it is their turn to lead (*see* Law 38, American code).

IV. No one is permitted to examine a trick after it is turned and quitted.

V. The American laws do not allow a player to ask his renouncing partner whether he has none of the suit led; or to inquire what the trump suit is.

VI. The trump card may be left on the table until just previous to the turning and quitting of the second trick.

VII. The phraseology of the English laws has been greatly improved, and the number reduced from 91 to 61. The laws relating to exposed cards are both comprehensive and clear, and are a great improvement on the English laws framed for the same purpose. Law 61 provides that "no conversation shall be indulged in during the play of the hand except such as is required or permitted by the foregoing rules." The whole code seems to aim at promoting silence during play.

. The foregoing remarks apply to the code of laws adopted at the Congress of 1891. At the Congress of "The American Whist League" held in 1892, the American code was subjected to a thorough revision, and the revised laws will be found complete on page 277.

DEALING.

The players having cut for deal (*see* Laws 2 to 7), the pack is shuffled, and the non-dealer cuts it. The dealer reunites the packets, and gives six cards to each player, by one at a time, commencing with his adversary. The undealt portion of the pack is placed face downward, between the game-hole end of the board and the edge of the table.

LAYING OUT FOR CRIB.

The deal being completed, the players proceed to look at their hands and to *lay out for crib*. Each has to put out two cards. The players, having decided which two cards they deem it expedient to discard, place the discarded cards face downward on the table, by the side of the board nearest to the dealer. The two cards last put out are placed on the top of the two first put out.

The four cards laid out are called the *crib*.

CUTTING FOR THE START.

After the crib is laid out, the non-dealer cuts the pack and the dealer turns up the top card of the packet left by his adversary. The card turned up is called the *start*.

The packets of the cut are now reunited, and the dealer places the start face upward upon the pack.

If the start is a Knave, the dealer marks two (called *two for his heels*).

PLAYING.

The hands are now played in the following manner: The non-dealer plays any card from his hand he thinks fit, placing it face upward on the table by the side of the board nearest to himself, and calls out the number at which it is valued.

The King, Queen, Knave, and Ten (called *Tenth cards*) are valued at ten each, the other cards at the number of pips on them.

The dealer then plays any card he thinks fit, placing it face upward by his side of the board, and calls out the value of his card added to the value of the card first played.

The non-dealer next plays another card, and then the dealer, and so on, as long as any cards remain in hand, or until a card cannot be played without passing the number thirty-one.

When it happens that a player cannot play without passing thirty-one, he says "go". His adversary then, if he has a card which will

come in, i. e., which can be played without passing thirty-one, is entitled to and must play it.

When a player has no card in hand that will make thirty-one or under, he says "go"; but his opponent must continue to play if he can mark the point for the "go". Thus: Suppose the play has reached twenty-six; the next player having no card less than a Six, therefore says "go". His opponent having a Two and an Ace, must play them both before he can score one for the "go".

When there is a "go", the player whose card last played comes nearest to thirty-one makes the "go", and marks one point. If, however, the player makes exactly thirty-one, he marks two points for the thirty-one, instead of one for the "go".

As soon as thirty-one, or the number nearest to it, is made in playing the hand, the cards already played should be turned down, so that no confusion may arise by their being mixed with the succeeding cards.

When the hands have been played out, the player who played the last card marks one for "last card".

The hands and crib are then displayed, reckoned, and the points marked; each party making use of the start-card (or turn-up) as if it were a portion of his hand.

The non-dealer has the first show. He reckons the number of points contained in his hand, with the aid of the start-card, and marks it to his score in the game. The dealer then shows his hand in the same manner, also including the start-card in his reckoning, and marks the points gained.

Lastly, the dealer counts the points in his crib, still using the start-card as part of it, and marks the points to his score.

If neither party has marked sufficient points to win the game, another deal is made; and, if needed, another and still another, until one of the players has marked sixty-one points, and wins the game.

As soon as sixty-one is reached, the game ends, and all play ceases for that game.

The number of points constituting a game is in many instances fixed at one hundred and twenty-one, but this should be settled before commencing to play.

EXAMPLE OF PLAYING.

Let us suppose A and B sitting down to play Six-card Cribbage, and by following out their first hand the mode of playing the game will be learned at once:

A, being dealer, deals six cards to each, one at a time, the Cribbage-board being placed for counting in the usual way between them.

Having made the deal, each player discards two cards for the crib, and the start-card being cut, and turned, the play begins; the hand of each consisting obviously of four cards.

B leads (suppose) a King, and says "ten".

A answers with a Five, and says "fifteen", and marks two for it.

B rejoins with another King, saying, "twenty-five".

A plays a Six, and marks two points for making thirty-one.

Each player now turns face downward the cards he has so far played.

B continues the play, putting down a Nine, and says "nine".

A follows with an Eight, saying, "seventeen".

B answers with a Ten, and marks three points for the sequence of three cards, composed of the Eight, Nine, and Ten. He calls at the same time, "twenty-seven".

A's last card being a Five, he cannot come in under thirty-one, and therefore declares it to be a "go", on which B takes another point for the "go".

The cards are now all played out, with the exception of A's solitary Five, which he throws down, and marks one for the *last card*.

The hands and crib are then reckoned, and scored, each party making similar use of the start or turn-up card. Another deal is made, and passes alternately, until victory is proclaimed by the conqueror's attaining the sixty-first, or game-hole.

PLAYING LAST CARDS.

As all the cards must be played out, should one party have exhausted his hand, and his adversary have yet two cards, the latter are to be played, and, should they yield any advantage, it must be taken. For instance: C has played out his four cards, and D having two left (an Eight and Seven), calls fifteen, as he throws them down, and marks three points—two for the fifteen and one for the last card.

Again, should D's two cards have been a pair (Threes, for instance), he marks two for the pair, and a third point for the last card.

Speculating on this and other probabilities, it is always advisable to endeavor, when last player, to retain as close cards as possible, for this will frequently make three or four additional points.

COUNTS AND COMBINATIONS IN PLAY.

During the play of the hand the players are entitled to score for certain combinations of cards, as follows: pairs, fifteen, sequences, the go, and thirty-one.

PAIRS.—If, when a card is played, the next card played pairs it (for instance, if a Four is played to a Four), the player pairing is entitled to mark two points.

PAIR ROYAL.—If, after a pair has been played, the card next played is also of the same denomination, a *pair royal* is made, which entitles the player making it to mark six points.

DOUBLE PAIR ROYAL.—If, after a *pair royal* has been played, the card next played is again of the same kind, it constitutes a *double pair royal*, which entitles the player to a score of twelve points, in addition to the pair already scored by him.

Tenth cards only pair with Tenth cards of the same denomination. Thus: Kings pair with Kings, Queens with Queens, and so on; but Kings do not pair with Queens, Knaves, or Tens, although they are all Tenth cards.

FIFTEEN.—If during the play of the hand a player reaches exactly fifteen, by reckoning the pips of all the played cards, he is entitled to mark two points. Thus: a Nine is first led; the second player plays a Six; he calls fifteen, and marks two.

SEQUENCES.—The sequence of the cards is King, Queen, Knave, Ten, Nine, Eight, Seven, Six, Five, Four, Three, Two, Ace. The Ace is not in sequence with the King and Queen. The King, Queen, Knave, and Ten, though they each count ten toward thirty-one in play, reckon in sequences in the above order. Thus: Knave, Ten, Nine are in sequence.

If any three cards, played consecutively, are such that any arrangement of them will form a sequence, the player of the third card is entitled to mark three (called a *run* of three).

If a fourth card is similarly played, the player of it is entitled to a run of four; if a fifth card is similarly played, a run of five accrues, and so on.

If there is a break in the sequence, and in the subsequent play, the break is filled up, without the intervention of a card out of sequence order, the player completing the sequence is entitled to a score of one for each card forming the sequence.

For example: A plays a Four; B plays a Three; if A follows with a Two or a Five, he is entitled to a run of three. Suppose A

plays a Two; if B now plays an Ace or a Five, he gains a run of four, or, if he plays a Four, he gains a run of three, and so on, as long as either player plays a card that will *come in*.

It is not necessary that the cards forming a sequence should be played in order. Thus: A plays a Four; B a Two; A a Five. B can then come in with a Three, and mark a run of two, three, four, five. After the Three is played, A can come in with an Ace or a Six, making a run of five, or with a Four, making a run of four. But if any card not in sequence intervenes, the run is stopped. Thus: if Four, Two, Five, and Five are played in this order, a Three or a Six will not come in, as the second Five, which intervenes, forms no part of the run.

Again, suppose the cards played in this order: Four, Two, Three, One, Five, Two, Four, One; the third card entitles the run of three; the fourth to a run of four; the fifth to a run of five. The sixth card, the Two, has no run, as the second card (another Two) intervenes, and the Four is wanting to complete the sequence. The seventh card takes a run of five; and the last card has no run, as the Ace previously played blocks the Three.

Again, suppose the cards played in this order: One, Five, Six, Three, Two, Four—there is no run until the Four is played. The Four completes the sequence, and entitles to a run of six.

THE GO.—The player who approaches most nearly to thirty-one during the play of the hand is entitled to mark one, for the *go*, or *end hole*. If a player reaches thirty-one exactly, he marks two instead of one.

For instance: two Tenth cards and a Four are played, making twenty-four. If the next player has no card in hand under an Eight, he cannot come in, and his adversary marks a *go*. If, however, the adversary has a Seven, he may play that and score two for thirty-one, instead of one for the *go*; or, if he has a Four he may play it, when he marks two for the pair, and, if his adversary has no card that will come *in* (*i. e.*, no card under a Four remaining in his hand), the last player marks one for the *go*.

COMPOUND SCORES.—It not unfrequently happens that more than one score can be reckoned at the same time. Thus, in the case last given, a pair and a *go* are scored together. So also a pair and a thirty-one, or a pair and a fifteen, may be reckoned together—scoring four; or a sequence and a fifteen (for example—Four, Five, Six are played), scoring five, and so on, with other combinations.

LAST CARD.—When all the cards have been played, the player

who played the last card marks one point for "last card". This supersedes the "go," as no player can say "go" unless he has a card or cards in his hand, and which he finds will not come in without exceeding thirty-one.

SHOWING.

As soon as the last card is played, the players *show* their hands, and reckon aloud for certain combinations of cards in them. The non-dealer has the *first show*. He places his hand face upward on the table, and reckons and marks the points in it, making use of the *start* as though it were a part of his hand, but without mixing it with his cards.

The dealer then shows his hand, and similarly reckons it aloud, and marks the points in it and the *start* combined. He then shows the crib, and reckons aloud, and marks the points made with it and the *start*.

The points counted in hand or crib may be made by fifteens, by pairs or pairs royal, by sequences, by flushes, or by his nob.

FIFTEENS in hand or crib are counted by adding together all the different cards (including the *start*), the pips of which will make exactly fifteen, without counting the same set of cards twice over. In reckoning fifteens, Tenth cards are valued at ten each.

Each separate fifteen that can be made with a different combination reckons two. For example: a player holding, either with or without the *start*, a Tenth card and a Five, reckons two, or as it is called *fifteen two*. If he has another Five, he combines this also with the Tenth card and reckons two more, or *fifteen four*.

Suppose a player holds two Tenth cards, a Four, with a Five, and a Five is turned up, he reckons fifteen eight, the combination being as follows:

Ten of Clubs		Ten of Spades
Five of Clubs		Five of Spades
Ten of Clubs		Ten of Spades
Five of Spades		Five of Clubs.

In this instance, the Four does not assist in the count, and is therefore what is called an *indifferent card*.

PAIRS are reckoned on the same principle as when playing the hand. In the last example the total score would be twelve, viz.: eight for the fifteens, and four for the two pairs. A pair royal,

three of a kind, count six; a double pair royal, four of a kind, count twelve.

To take a less easy example, a hand consisting of four Fives, and an indifferent card, would score twenty (twelve for the double pair royal and eight for the fifteens), as under:—

Five of Spades		Five of Spades
Five of Hearts		Five of Hearts
Five of Clubs		Five of Diamonds
Five of Spades		Five of Hearts
Five of Clubs		Five of Clubs
Five of Diamonds		Five of Diamonds.

It will be observed that these are all the fifteens which can be made without reckoning the same set of three cards together more than once.

Suppose the four Fives to be held in hand and the start to be any Tenth card, then the score would be eight points more, making twenty-eight points in all.

SEQUENCES of three or more cards are counted as in the play of the hand, but with this addition, that, if one card of a sequence can be substituted for another of the same kind, the sequence is reckoned again. Thus, a Seven, Eight, and two Nines give two sequences of seven, eight, nine by substituting one Nine for the other, in addition to the fifteen and the pair, making the total ten.

A FLUSH is reckoned by a player whose hand consists of four cards of the same suit. The flush counts four; if the start is of the same suit as the hand, the flush counts five. For example: a player has Two, Three, Four, Five of the same suit, and a Six is turned up. The hand counts fifteen-four; five for sequence, nine; and four for the flush, thirteen. If the start is also of the same suit, the hand reckons fourteen. No flush can be counted in crib, unless the start is of the same suit as the crib, when the flush reckons five.

HIS NOB.—If a player holds in hand or crib the Knave of the suit turned up, he counts *one for his nob*.

When the hands and crib are reckoned, the deal is at an end. The cards are put together and shuffled, and a fresh deal commences. The player who was the non-dealer in the first hand now deals, and so on, alternately, until the game is won.

ON COUNTING THE VALUE OF HANDS.*

The difficulties attendant on counting correctly on all occasions, whether hand or crib, will soon vanish before attention and practice.

The following table indicates the method of counting some of the more important combinations (including the start) of the hand:

	Points.
Four Fives (<i>Fifteen eight and a double pair-royal</i>)	20
Three Fives and a Ten (<i>Fifteen eight and a pair-royal</i>)	14
Two Fives, a Four, and a Six	} <i>Fifteen four, pair, and double run of three</i>
Two Fours, a Five, and a Six	
Two Sixes, a Four, and a Five	
Three Threes and a Nine	} <i>Fifteen six and a pair-royal</i>
Three Sixes and a Nine	
Three Sixes and a Three	
Three Sevens and an Eight	
Three Eights and a Seven	
Three Nines and a Six	
Three Sevens and an Ace	
Two Eights, a Six (or Nine), and a Seven	} <i>Fifteen four, pair, and double run of three</i>
Two Sevens, a Six, and an Eight	
Six, Five, and two Fours	
Two Fives, and two Tens or court cards of like denomination (<i>Fifteen eight and two pairs</i>)	12
Two Nines and two Sixes (<i>Fifteen eight and two pairs</i>)	12
Two Fives, a Ten, and a court card (<i>Fifteen eight and a pair</i>)	10
Two Sixes, a Seven, and an Eight (<i>Fifteen two, pair, and double run of three</i>)	10
A Five and any three court cards in sequence, or Ten, Knave, Queen (<i>Fifteen six and run of three</i>)	9
A Five and three court cards, or a Ten and court cards, in sequence (<i>Fifteen six and run of three</i>)	9
Any sequence of three cards, with a duplicate of one of them, but no "fifteen" (<i>Pair and double run of three</i>)	8

The highest possible score is twenty-nine, which is made by three Fives and a Knave, with a fourth Five, of the same suit as the Knave, turned up by way of start.†

This is made up as follows: the four Fives, in four combinations of three, score fifteen eight. Each of them again scores a fifteen in conjunction with the Knave, making eight more. To these are

* Dick's "Handbook of Cribbage," New York, Dick & Fitzgerald, illustrates by clear examples how almost every combination of cards in the hand or crib may be counted.

† If the Knave and start be of different suits, the score is twenty-eight. With four Fives in the crib, and the Knave by way of turn-up, the value of the show will be twenty-eight only, but the dealer will already have scored "two for his heels", so that the total value is thirty.

added twelve for the double pair-royal, and "one for his nob", making twenty-nine.

	Points.
Two Fives, two Fours, and a Six	} <i>Fifteen eight, two pairs, and a run of three four times repeated</i> 24
Two Fives, two Sixes, and a Four	
Two Fours, two Sixes, and a Five	
Two Sevens, two Eights, and a Nine	
Four Threes and a Nine (<i>Fifteen twelve and a double pair-royal</i>)	24
Three Fives, a Four, and a Six (<i>Fifteen eight, a pair-royal, and run of three thrice repeated</i>)	23
Three Fours, a Five, and a Six	} <i>Fifteen six, a pair-royal, and run of three thrice repeated</i> 21
Three Sixes, a Four, and a Five	
Three Sevens, an Eight, and a Nine	
Three Eights, a Seven, and a Nine	
Four Twos and a Nine	} <i>Fifteen eight and a double pair-royal</i> 20
Four Threes and a Six	
Two Sixes, two Sevens, and an Eight	} <i>Fifteen four, two pairs, and run of three four times repeated</i> 20
Two Sevens, an Eight, and two Nines	
Two Eights, a Seven, and two Nines	
Three Tens, or court cards of like denomination, and two Fives	} <i>Fifteen twelve, pair-royal, and a pair</i> 20
Three Threes and two Nines	
Three Sevens and two Aces	
Three Threes and two Sixes (<i>Fifteen ten, pair, and pair-royal</i>)	13
Three Fours, Three and Five (<i>Fifteen two, pair royal, and a run of three thrice repeated</i>)	17
Three tenth cards in sequence and two Fives (<i>Fifteen twelve, pair, and run of three</i>)	17
Any three cards in sequence, with duplicates of two of them, but no "fifteen" (<i>Two pairs and run of three four times repeated</i>)	16
Any three cards in sequence, with one of them thrice repeated, but no "fifteen" (<i>Pair-royal and run of three thrice repeated</i>)	15

The above hands, which are given by way of illustration, will suffice to show the number of really high scores which can be made with five cards. As for combinations of minor value, their name is legion.

SCORING.

The points made during the hand accrue in the following order: two for his heels; points in the play of the hand to the player gaining them as they are made; the non-dealer's show, the dealer's show, and the crib show.

The game is sixty-one up (or, may be, by previous agreement, one hundred and twenty-one, being *twice round* the board). Each player marks the points to which he is entitled as soon as they accrue, by placing a peg in the hole on the board corresponding to the number to which he is entitled. For the first score on each side only one peg is used; for the second score, the second peg (called

the *foremost peg*) is placed the requisite number of holes in front of the first. At the next score the *hindmost peg* is moved in front of the other, and becomes in its turn the foremost peg. By marking in this way, the adversary is enabled to check each score, as the number of holes between each peg shows whether the score is correctly marked.

The players first mark *up the board*, commencing from the game-hole end, each using the row of holes on the outer edge of the board, and nearest to himself. When a player arrives at the top, he proceeds to mark *down the board*, on the inner row of holes on his side of the board. The player who first scores sixty-one (or one hundred and twenty-one, as the case may be), wins the game. The winner then places his foremost peg in the game-hole.

If a player wins the game before his adversary has scored thirty-one (or sixty-one, if twice round be played) points, he wins a double, or "lurch" (see Law 37).

LAYING OUT FOR CRIB, AND PLAYING.

In laying out for crib, it is necessary to bear in mind whether it is your deal or your adversary's. When you are the dealer, you should lay out cards that are likely to score in crib; when you are not the dealer, you should do precisely the reverse, laying out bad cards for the adversary's crib (called *balking the crib*).

The least likely card to reckon in crib is a King, as that card can only score in sequence one way. For a similar reason, an Ace is a good balk.

The best balking cards for the opponent's crib are King, with either Ten, Nine, Eight, Seven, Six, or Ace (King, Nine being the best); or Queen, with any of these except the Ten.

If unable to lay out any such combination, discard cards that are not in sequence nor near together.

Wide, *even* cards are good balks, even cards being less likely to give a score than *odd* ones, or than one even and one odd one.

If you have the choice between two cards of the same suit, or of different suits, prefer the latter, so as not to give a chance of a flush in crib.

The best cards to put out for your own crib (and, therefore, those to be avoided for your adversary's) are Fives, Five and Six, Five and a Tenth card, Three and Two, Seven and Eight, Four and One, Nine and Six, or pairs, particularly low pairs. If unable to lay out any of these, discard as close cards as possible.

It is generally good play to retain a sequence in hand, as, if a card similar to any one of the cards held is turned up, it gives you eight in hand at least. Pairs-royal are also good cards to keep.

The lay-out is affected by the state of the score. Toward the end of the game, if you have cards that in all probability will take you out, the balking of the opponent's crib is of little consequence.

In playing the cards, the card first to be chosen should be the one that presents the least chance of an adverse score. Aces, Twos, Threes, or Fours are the best cards to lead, as no fifteen can be made from them, and the only chance of a score is by pairing them. The pair, however, is very likely to be declined, as it is commonly the game to begin with a card of which you hold a duplicate (except with two Fives), so that you may make a pair-royal if paired.

Also, if an Ace, Two, Three, or Four is led, the second player *must* play a card which makes less than fifteen, giving you the chance of making fifteen; especially if with Ace and Four, or Two and Three, if you have led one of them, then the play of any Tenth card (of which there are sixteen in the pack) will enable you to make fifteen.

Also, with Nine and Three, or Four and Seven, if the Three or the Four is led and paired, the Nine or Seven makes fifteen.

And further, if the second hand plays a Tenth card to the low one first led, you have a chance of a *safe pair*, *i. e.*, of pairing with so high a card that a pair-royal cannot be made without taking the adversary beyond thirty-one.

When leading from a sequence, the highest or lowest is to be chosen in preference to the middle card.

If the adversary plays a close card to the one led, it is frequently because he desires you to make a run of three, he lying with a fourth card that will come in. Whether you should accept the run, or decline it by playing wide, depends on the state of the game.

If the adversary plays a card which you can pair, or make fifteen of, choose the latter. At the same time you must not forget, if a Seven or Eight is led, and you make fifteen, that you give the opponent a chance of coming in with a Six or a Nine for a sequence.

Avoid making eleven with a Four, as, if the Four is paired, the adversary gains four holes. The rule applies to all similar combinations. For example: twelve made with a Three, twenty-seven made with a Four, or twenty-eight with a Three.

Avoid making the number twenty-one in play, as then a Tenth card comes in for two points.

FIVE-CARD CRIBBAGE.

In playing Five-card Cribbage, the object and method of playing the game is, in the main, the same as in the six-card game, and the same laws apply to both.

There are, however, some notable points of difference, arising from the nature of the preliminary conditions, and the consequent changes necessary to comply with them.

It will be understood that, excepting in the cases noted below, all the arrangements and rules of the six-card game remain in force.

In dealing the cards the dealer gives each player alternately, one by one, five cards.

Each player discards two for the dealer's crib, retaining three cards in hand.

The non-dealer, at the commencement of the game, is allowed to mark three holes at any time, as an offset to the advantage of the first deal. This is technically known as "three for last"; it is usually best to mark these three points at once, to avoid omission or possible dispute.

As soon as a "go" or thirty-one is reached, the remaining cards in the hands (if any) are not played.

Five-card Cribbage is considered more scientific than the six-card game; the opportunities for marking, both in play and in the hand, being so much less, every point is of value, a single point gained or lost frequently deciding the game.

Skillful players, therefore, consider it important to play for the "go", which makes or loses a point, and is equivalent to a gain of two points to the player making it. To this end it is best, as a general rule, with two low cards and a high one, to commence with a low card; with two high cards and a low one, to begin with a high one. The dealer's chance of making the "go" is greater than that of the non-dealer.

At Five-card Cribbage it is, as a rule, more important to lay out bad cards for the adversary's crib (called *balking the crib*), than to keep the cards in hand which will give you the greatest score; for the crib and start together consist of five cards, the hand and start of only four cards.

The largest number, with but very few exceptions, that can be made out of four cards is twelve; but, with five cards, there are many hands that score from twelve to twenty-nine. Hence it is advisable to put out for the opponent's crib the most unlikely scoring cards.

THREE-HANDED CRIBBAGE.

The game of Three-handed Cribbage is not often practiced. It is played, as its name imports, by three persons; the board is of a triangular shape, containing three sets of holes of sixty each, with the sixty-first or game-hole.

Each of the three players is furnished separately with pegs, and scores his game in the usual manner.

Three-handed Cribbage is subject to the same laws as the other varieties of the game.

The calculations as to discarding and playing are very similar; but it must be remembered that as all three are independent, you have two antagonists instead of one.

Five cards compose the deal. They are dealt one at a time, and after dealing the fifteenth, another, or sixteenth card, is dealt face downward from the pack, to constitute the foundation of the crib. To this each of the three players by discarding adds one card, and the crib therefore consists of four cards, while each individual remains with four cards in hand.

The deal and crib are originally cut for, and afterward pass alternately.

It is obvious that you will be still even, if you gain only one game out of three, since the winner receives a double stake, which is furnished by the two losers to him who first attains the sixty-first hole.

It has been computed that he who has the second deal has rather the best chance of victory; but there seems very little difference.

FOUR-HANDED CRIBBAGE.

The game of Four-handed Cribbage is played by four persons, in partnerships of two and two, as at Whist—each sitting opposite to his partner. Sixty-one points constitute the game; but it is usual to go twice round the board, making the game one hundred and twenty-one.

At the commencement of the sitting it is decided which two of the four players shall have the management of the score, and the board is placed between them. The other two are not allowed to touch the board or pegs, though each may prompt his partner, and point out any omissions or irregularities he may discover in computation or scoring. The laws which govern Six-card Cribbage are equally applicable here.

The deal and crib pass round the table in rotation to the left. The usual laws of Cribbage regulate the act of dealing, as to exposing cards, and so forth; and no one is suffered to touch his hand until the deal is complete. Before dealing, the cards must be cut by the player on the *right* hand of the dealer.

The dealer gives to each player in rotation one card at a time, beginning with the player to his left, until all have received five cards. The remainder of the pack he places on his left hand. Each person then lays out one card for the crib, which is, of course, the property of the dealer. The left-hand adversary must discard first, and so round the table; the dealer laying out last. There is no advantage in this, but such is the custom.

As there is but one card to be laid out from the five received by each player, there is seldom much difficulty in making the choice. Fives are the best cards to give your own crib, and you will never, therefore, give them to your antagonists. Low cards are generally best for the crib, and Kings or Aces the worst. Aces sometimes tell to great advantage in the play at this game.

When your partner has to deal, the crib, being equally your own, must be favored in the same way. Before discarding, always consider with whom the deal stands.

When all have discarded for the crib, the pack is cut for the start-card. This cut is made by the player to the *left* of the dealer lifting the pack, when the dealer takes off the top card and places it face upward upon the pack. Observe, that the dealer's *right*-hand adversary cuts before dealing, but his *left*-hand adversary cuts for the start-card.

Having cut the start-card, the player on the left hand of the dealer leads off first, the next player to the left following, and so on round the table, till the whole of the sixteen cards are played out according to the laws.

Fifteens, sequences, pairs, etc., reckon in the usual way for those who obtain them.

Should either player be unable to come in under thirty-one, he declares it to be a *go*, and the right of play devolves on his left-hand neighbor.

When the hand is played out, the amount of each hand is pegged, the crib being taken last. He who led off must score first, and so on round to the dealer. Each calls the number to which he considers himself entitled, and watches to see that they are scored properly; while at the same time he does not fail to scan his adversaries'

cards with an observant eye to see that they do not take more than their due.

The amount of points to be expected, on an average, from each hand, is seven, and from the crib about four to five.

There is no advantage in having the first deal, the chances are so various that the parties start fully equal, no matter whether with or without the deal.

LAWS OF CRIBBAGE.

SHUFFLING.

1. Each player has a right to shuffle. The dealer has the right of shuffling last.

CUTTING.

2. A cut must consist of at least four cards. In cutting for deal, the player cutting first must not cut more than half the pack.

3. The player who cuts the lower Cribbage card deals. The Ace is lowest. The other cards rank in sequence order (*see* p. 77), the King being highest.

4. The cut for deal holds good even if the pack is incorrect.

5. If, in cutting for deal, a player exposes more than one card, his adversary may treat whichever of the exposed cards he pleases as the one cut.

6. If in cutting to the dealer a card is exposed, or if in reuniting the separated packets a card is exposed, or there is any confusion of the cards, there must be a fresh cut.

7. There must be a fresh cut for deal after each game, unless rubbers are played.

DEALING.

8. The players deal alternately throughout the game.

9. The dealer must deal the cards by one at a time to each player, commencing with his adversary. If he deals two together, he may rectify the error, provided he can do so by moving one card only; otherwise there must be a fresh deal, and the non-dealer marks two holes.

10. If the dealer exposes any of his own cards, there is no penalty. If he exposes one of his adversary's, the adversary marks two holes, and has the option of a fresh deal, prior to looking at his hand. If a card is exposed through the non-dealer's fault, the dealer marks two, and has the option of dealing again.

11. If it is discovered while dealing that there is a faced card in the pack, there must be a fresh deal.

12. If the dealer gives his adversary too many cards, the non-dealer marks two holes, and has the option, after looking at his hand, of a fresh deal, or of returning the surplus cards to the top of the pack without showing them to the dealer, and of standing the deal.

13. If the dealer gives himself too many cards, his adversary marks two holes, and has the option, after looking at his hand, of a fresh deal, or of standing the deal. If he stands the deal, he has the right of drawing the surplus cards from the dealer's hand, and of looking at them.

14. If the dealer gives his adversary or himself too few cards, the non-dealer marks two holes, and has the option, after looking at his hand, of a fresh deal, or of allowing the imperfect hand to be completed from the top of the pack.

15. If a player deals out of turn, and the error is discovered before the start is turned up, the deal in error is void, and the right dealer deals. After the start is turned up it is too late to rectify the error.

LAYING OUT.

16. If either player lays out when he holds too many cards, the adversary marks two holes, and has the option of a fresh deal, or of standing the deal. If he stands the deal, he has the right of drawing the surplus cards from the offender's hand, and of looking at them.

17. If either player lays out with too few cards in hand, he must play out the hand with less than the right number of cards.

18. The dealer may insist on his adversary's laying out first.

19. If a player takes back into his hand a card he has laid out, his adversary marks two holes, and has the option of a fresh deal.

20. The crib must not be touched during the play of the hand.

THE START.

21. In cutting for the start, the non-dealer must cut at least four cards, and must leave at least four in the lower packet.

22. If the dealer turns up more than one card, the non-dealer may choose which of the exposed cards shall be the start.

23. If a Knave is turned up, and the dealer plays his first card without scoring his heels, he forfeits the score.

PLAYING.

24. If a player plays with too many cards in hand, his adversary marks two holes, and has the option of a fresh deal. If he elects to stand the deal, he has the right of drawing the surplus cards from

the offender's hand and of looking at them, and the option of playing the hand again, or not.

25. If a player plays with too few cards, there is no penalty.

26. If a card that will come in is played, it cannot be taken up again. If a card that will not come in is played, no penalty attaches to the exposure.

27. If two cards are played together, the card counted is deemed to be the one played, and the other must be taken back into the player's hand.

28. If a player neglects to play when he has a card that will come in, his opponent may require it to be played, or may mark two holes. (This rule does not apply to the player who has the *go* at Two-handed Five-card Cribbage.)

29. There is no penalty for miscounting during the play.

SHOWING AND SCORING.

30. When reckoning a hand or crib, the cards must be plainly shown, and must remain exposed until the opponent is satisfied as to the nature of the claim.

31. If a player mixes his hand or crib with each other, or with the pack, before his claim is properly made (*see* Law 30), he forfeits any score the hand or crib may contain.

32. If a player scores more points than he is entitled to, the adversary may correct the score and add the same number to his own score. This law applies even if a player, in consequence of over-scoring, places his foremost peg in the game-hole.

33. There is no penalty for scoring too few points. A player is not bound to assist his adversary in making out his score.

34. When a peg is quitted the score cannot be altered, except as provided in Law 32.

35. If a player touches his opponent's pegs (except to put back an over-score), or, if he touches his own pegs, except when he has a score to make, his adversary marks two holes.

36. If a player displaces his foremost peg, he must put it behind the other. If he displaces both his pegs, his adversary is entitled to place the hindmost peg where he believes it to have been, and the other peg must then be put behind it.

37. A lurch (or double game) cannot be claimed, unless by previous agreement.

38. In the five-card game, three for last may be scored at any time during the game, but not after the opponent has scored sixty-one.

EUCHRE.

The game of Euchre is played with a pack of thirty-two cards, all below the denomination of Seven being rejected. Two, three, or four persons may play, but the four-handed game is the best, and, for convenience, we will describe it first.

DEALING.

The players having cut for deal, the pack is shuffled, and the player to the right of the dealer cuts. The deal is performed by giving five cards to each player. The dealer gives two cards at a time to each in rotation, beginning with the player to his left; he then gives three cards at a time to each, or *vice versa*. In whichever manner the dealer commences to distribute the cards, he must continue; he must not deal two to the first, three to the next, and so on. After each player has received five cards, the dealer turns up the next card for trumps, and places it face upward on top of the stock.

RANK OF THE CARDS.

The cards in suits, not trumps, rank as at Whist, the Ace being the highest, and the Seven being the lowest. When a suit is trump, the cards rank differently. The Knave of the suit turned up is called the *right Bower*, and is the highest trump. The other Knave of the same color (black or red as the case may be) is called the *left Bower*, and is the next highest trump. For example: a Heart is turned up—the Knave of Hearts is the best trump, the Knave of Diamonds is the next best trump, then the Ace, King, Queen, Ten, Nine, Eight, and lastly, the Seven of Hearts. When Hearts are trumps, the rank of the cards in the Diamond suit is Ace, King, Queen, Ten, etc., the Knave of the suit being a trump.

ORDERING UP, ASSISTING, PASSING, AND TAKING UP.

When the trump is turned, the player to the left of the dealer examines his hand to see what he will do. He may either order up the trump or pass. If he thinks his cards are sufficiently strong enough to win three tricks, he says, "I order it up." The dealer then discards one card from his hand, and puts it under the stock, face downward, and the trump card belongs to the dealer, instead of the card he discarded. If the eldest hand is not satisfied with his cards, he says, "I pass."

If the eldest hand pass, the partner of the dealer then has the option of saying what he will do, and he may either assist his partner, or pass. If his hand is strong enough, with the help of the trump his partner has turned, to win three tricks, he says, "I assist," and his partner discards as before, and the trump card belongs to him. If the partner of the dealer has a weak hand, he says, "I pass," and the third player, that is, the player next to the right of the dealer, has the option of saying what he will do.

The third player proceeds exactly as the eldest hand, and, if he pass, the dealer has the next say.

If all the other players pass, the dealer may either take up the trump, or pass. If his hand is strong enough to take three tricks, he says, "I take it up." The dealer then discards the weakest card from his hand, and takes the trump card instead. If the dealer has a weak hand, he says, "I turn it down," and, at the same time, places the trump card face upward partially under the stock so that the suit may be seen.

If the dealer turns down the trump, the eldest hand has the option of naming any suit (except the one turned down) for trumps, or of passing again. If he pass, he says, "I pass the making."

If the eldest hand pass, the partner of the dealer then has the option of making the trump, and so on in rotation up to and including the dealer.

If all the players, including the dealer, decline to make the trump, a fresh deal ensues, and the eldest hand deals.

If either side adopt (play with the suit turned up for trump), or make the trump, the play of the hand commences.

When the trump is made of the same color as the turn-up (that is, black, if the turn-up is black, or red, if it is red), it is called *making it next in suit*.

If the trump is made of a different color from the turn-up, it is called *crossing the suit*.

PLAYING ALONE.

If a player holds a hand so strong that he has a reasonable hope of taking all five tricks without the assistance of his partner, he may *play alone*. If he plays without his partner, he says, "*I play alone*." His partner then places his cards face downward on the table, and remains silent during the play of the five tricks.

If the eldest hand order up, or make the trump, either he or his partner may play alone. If the dealer's partner assist, or make the

trump, either he or the dealer may play alone. If the player to the right of the dealer order up or make the trump, he may play alone (but his partner cannot). If the dealer take up or make a trump, he may play alone (but his partner cannot).

A player cannot play alone, after having passed a trump, or passed the making of a trump. (*See* Laws 51 and 52.) A player cannot play alone when the opposing side adopt or make the trump; nor can he play alone unless he announce his intentions to do so before he, or the opposing side, make a lead.

PLAYING.

The eldest hand leads a card, and each player in rotation plays a card to the lead. The four cards thus played constitute a trick. A player must follow suit if he can, but if not able to follow suit, he may play any card he chooses.

The highest card of the suit led wins the trick; trumps win all other suits. The winner of the trick leads to the next, and so on until the five tricks are played.

SCORING.

The game is five points.

If the side who adopt, or make a trump, win all five tricks, they make a *march*, and score two.

If they win three tricks, they make the *point*, and score one. Four tricks count no more than three tricks.

If they fail to take three tricks they are *euchred*, and the opposing side score two points.

When a player plays alone and takes all five tricks, he scores four points.

If he takes three tricks he scores one point. If he fail to take three tricks he is *euchred*, and the opposing side score two points.

RULES FOR PLAYING.

The following general hints and directions are for the guidance of beginners; they refer to situations which occur frequently in play, and will assist the learner in overcoming the first difficulties of the game. The maxims laid down are well known to all experienced players.

PASSING AND ORDERING UP

No prudent player will order up the trump unless his hand is sufficiently strong to render his chances of success beyond reasonable

doubt. There are times and positions of the game, however, when there would be no imprudence in ordering up upon a light hand. For instance, supposing the game to stand four and four, the dealer turns the trump, and either the eldest or third hand has an ordinary good show of cards, with nothing better of another suit, then it would be proper to order up, for, should the trump be turned down, your chance of success would be lost, and, in case you are euchred, it would but give the game to those who would win it anyhow at another suit.

If the position of the player is eldest hand, and a suit should be turned in which he receives both Bowers and another large trump, and he has also two cards of the corresponding suit in color, it would clearly be his policy to pass, for the obvious reason that if the dealer's partner should assist, he would be enabled to euchre the opposing side, and, if the trump were turned down, his hand would be just as good in the next suit; having then the first opportunity of making the trump, he could go it alone with every probability of making the hand and scoring four.

If the eldest hand hold the right Bower, Ace, or King, and another small trump, and a card of the same color as the trump suit, it would be good play to pass; for if his adversaries adopt the trump, he will, in all probability, euchre them; and if they reject it, he can make the trump next in suit, and the chances of scoring a point are in his favor.

When you are four, and hold commanding trumps sufficient to make a sure point, order up, particularly if you are eldest hand, for then you will take your opponent's deal.

ASSISTING.

Two court cards usually form a good assisting hand, but where the game is very close, it is advisable to assist, even upon a lighter hand; if, for instance, the game stands four and four, the first hand will order up if the suit turned is the best in his hand, and therefore the fact of his passing would be some evidence of weakness.

When assisted by your partner, and you hold a card next in denomination to the card turned up (whether higher or lower), play it as opportunity offers. If, for instance, you turn up the Ace, and hold either the left Bower or King, when a chance occurs play the Bower or King, and thus inform your partner that you have the Ace remaining. The same policy should be adopted when your partner assists and you have a sequence of three trumps, the trump card be-

ing the smallest of the three ; in such a situation invariably play the highest card of the sequence ; this will inform your partner that you hold the balance of the sequence, and with this knowledge he can shape his play to suit circumstances.

As a general rule, always assist when you can win two tricks.

TAKING UP THE TRUMP.

It is generally accepted as sound, that three trumps backed by an Ace of another suit are sufficient to attempt a point. The player must note the state of the game, and act accordingly. If the game stand four and four, it is better to take up the trump on a small hand than to leave it for the adversaries to make. Suppose the game is three and three, be very careful of adopting the trump on a weak hand, because a euchre puts the opponents out.

MAKING THE TRUMP.

In case the dealer turns the trump down, the eldest hand has the privilege of making it what he pleases, and the rule to be generally followed is, if possible, to make it *next in suit*, or the same color of the trump turned. The reason for this is very evident. If Diamonds should be the trump turned, and the dealer refuse to take it up, it would be reasonable to suppose that neither of the Bowers were in the hands of your opponents ; for if the dealer's partner had held one of them he would in all probability have assisted ; and the fact of its being turned down by the dealer also raises the presumption that he had neither of them. Then in the absence of either Bower an otherwise weak hand could make the point in the same color. For reverse reasons the partner of the dealer would *cross the suit*, and make it Clubs or Spades ; his partner having evidenced weakness in the red suits, by turning a red card down, it would be but fair to presume that his strength was in the black suits.

Be careful how you make the trump when your adversaries have scored three points, and, as a general rule, do not make or order up a trump unless you are eldest hand or the dealer's partner.

THE BRIDGE.

If one side has scored four, and the other side only one, such position is called a bridge, and the following rule should be observed :

To make the theory perfectly plain, we will suppose A and B to be playing against C and D, the former being four in the game, and

the latter but one. C having dealt, B first looks at his hand, and finds he has but one or two small trumps; in other words, a light hand. At this stage of the game, it would be his policy to order up the trump, and submit to being euchred, in order to remove the possibility of C or D playing it alone; for if they should, by good fortune, happen to succeed, the score of four would give them the game. If B were to order up the trump, the most that could be done would be to get the euchre, and that giving but a score of two, the next deal, with its percentage, would, in all probability, give A and B enough to make their remaining point and go out. If, however, B should have enough to prevent a lone hand, he can pass as usual, and await the result. The right Bower, or the left Bower guarded, is sufficient to block a lone hand.

The eldest hand is the only one who should order up at the bridge, for if he passes, his partner may rest assured that he holds commanding cards sufficient to prevent the adversaries making a lone hand. If, however, the eldest hand passes, and his partner is tolerably strong in trumps, the latter may then order up the trump to make a point and go out; for, by the eldest hand passing, his partner is informed that he holds one or more commanding trumps, and may therefore safely play for the point and game.

The eldest hand should always order up at the bridge when not sure of a trick: the weaker his hand, the greater the necessity for doing so.

PLAYING ALONE.

In playing a lone hand, it is always a great advantage to have the lead. The next advantage is, to have the last play on the first trick; therefore the eldest hand and the dealer may assume the responsibility of playing alone on a weaker hand than either of the other players.

When your opponent is playing alone, and trumps a suit you or your partner leads, be sure and throw away all cards of that suit upon his subsequent leads, provided you do not have to follow suit.

When opposing a lone hand, and your partner throws away high cards of any particular suit, you may be sure that he holds good cards in some other suit; you should therefore retain to the last the highest card you hold of the suit he throws away (if you have one) in preference to any other card, unless it be an Ace of some suit (*See Laws §1 to 59.*)

DISCARDING.

When the dealer takes the trump up before the play begins, it is his duty to discard or reject a card from his hand in lieu of the one taken up. We will suppose the Ten of Hearts to be turned, and the dealer holds the King and right Bower with the Ace and Nine-spot of Clubs and King of Diamonds: the proper card to reject would be the King of Diamonds, for there would be no absolute certainty of its taking a trick. The Ace might be held by the opponents, and by retaining the Ace and Nine-spot of Clubs, the whole suit of Clubs might be exhausted by the Ace, and then the Nine-spot might be good; or, if the trump should be one of the red suits, and the dealer held three trumps and a Seven of Spades and Seven of Hearts, it would be better to discard the Spade; for, as the dealer's strength was in the red suit, the probabilities would be that the other side would be correspondingly weak, and therefore the Heart would be better than the Spade. Where you have two of one suit and one of another to discard from, always discard the suit in which you have one card (unless it be an Ace), for then you may have an opportunity to trump.

LEADING.

We have seen that the game is opened by the eldest hand leading, and much depends upon this feature of the game.

Where a dealer has been assisted, it is a common practice to lead through the assisting hand, and frequently results favorably; for, in the event of the dealer having but the trump turned, a single lead of trump exhausts his strength, and places him at the mercy of a strong suit of lay cards.

Where the dealer takes up the trump voluntarily, the eldest hand is, of course, upon the defensive, and to lead trump under such circumstances would be disastrous.

Should your partner have the right Bower turned, lead a small trump as soon as you can; this may weaken your adversary's hand.

When your partner makes the trump, or orders it up, lead him the *best* trump you hold. Do this in any case.

When you hold the commanding cards, they should be led, to make the *march*; but if you are only strong enough to secure your point, cards of other suits should be used.

When opposed to a lone hand, always lead the best card you have of another suit, so that the possibility of your partner's retaining a card of the same suit as yourself may be averted.

The exception to the above rule is, when you hold two or three cards of a suit, including Ace and King, and two small cards in other suits; in this case your best play would be to lead one of the latter and save your strong suit, for the reason that your partner may hold commanding cards in your weak suits, and you thus give him a chance to make a trick with them; and if this does not occur, you have your own strong suit as a reserve, and may secure a trick with it.

When you make the trump next in suit, always lead a trump, unless you hold the tenace of right Bower and Ace; and even then it would be good policy to lead the Bower, if you hold strong lay cards.

When your partner has made or adopted the trump, it is bad play to win the lead, unless you possess a hand sufficiently strong to play for a march.

If your partner assist you, and has played a trump, and you have won a trick and the lead, do not lead him a trump unless you hold commanding cards, and are pretty certain of making the odd trick or a march, for your partner may have assisted on two trumps only, in which case such a lead would draw his remaining trump, and, in all probability, prove fatal.

When you have lost the first two tricks, and secured the third, if you hold a trump and a lay card, play the former, for, in this position of the game, it is your only chance to make or save a euchre. There are only two exceptions to this rule, viz. : when you have assisted your partner, or when he has adopted the trump and still retains the trump card in his hand.

THE LAWS OF EUCHRE.

SCORING.

I. A game consists of five points. If the side who adopt or make a trump, take—

I. Five tricks, they score two points.

II. Three tricks, they score one point.

III. Four tricks count no more than three.

IV. If they fail to take three tricks, they are euchred, and the opposing party score two points.

2. When a player who plays alone takes—

I. Five tricks, he scores four points.

II. Three tricks, he scores one point.

III. If he fail to take three tricks he is euchred, and the opposing party score two points.

[Some players advocate scoring four when a lone hand is euchred. We cannot, however, see the justice of such a claim. It seems clear enough to us why the two who play against a lone hand should score but two for a euchre. They only make a euchre—three tricks—while, to score four, the single player must get all five. If he takes three, he scores but one: if they take three, they score two. This is the established odds of the game. It might be reasonable to let them score four, if *they* take all the tricks; but this will never occur.]

3. The penalty for a revoke takes precedence of all other scores.

4. An error in count can be rectified at any time before the next deal is completed.

SHUFFLING AND CUTTING.

5. At the outset of the game each player cuts for the deal, and the lowest cut deals. If there be a tie, the parties tied cut again. The players cutting the two highest cards play against those cutting the two lowest.

6. In cutting, the Ace is lowest, and the other cards rank as at Whist.

7. Should a player expose more than one card, he must cut again.

8. The cards may be shuffled by any player who demands that privilege, but the dealer has always the right to shuffle last.

9. The cards must be cut by the right-hand opponent before they are dealt.

10. A cut must not be less than four cards removed from the top, nor must it be made so as to leave less than four cards at the bottom; and the pack must be put on the table for the cut.

DEALING AND DISCARDING.

11. After the first deal, the right of dealing goes to the left.

12. In dealing, five cards must be distributed to each player by the dealer, who may begin by giving first two and then three cards to each, or *vice versâ*; but whichever course is adopted by him must be strictly adhered to until the deal is completed; he must not begin by dealing two to one, three to the next, and so on. When this rule is violated, the adverse side may claim a new deal, provided that they have neither of them seen their own hands.

13. A misdeal forfeits the deal, and the following are misdeals:

I. A card too many or too few given to either player.

II. Dealing the cards when the pack has not been properly cut; the claim for a misdeal in this case must be made prior to the trump card being turned, and before the adversaries look at their cards.

14. Whenever a misdeal is attributable to any interruption by the adversaries, the deal will not be forfeited. Hence, if an adversary touch his cards during the deal, no misdeal can be claimed.

15. If, whilst dealing, a card be exposed by the dealer or partner, should neither of the adversaries have touched their cards, the latter may claim a new deal, but the deal is not lost.

16. If, during the deal, the dealer's partner touch any of his cards, the adversaries may do the same without losing their privilege of claiming a new deal should chance give them that option.

17. If an opponent display a card dealt, the dealer may make a new deal, unless he or his partner have examined their own cards.

18. If a deal is made out of turn, it is good, provided it be not discovered before the dealer has discarded and the eldest hand has led.

19. If a card is faced in dealing, unless it be the trump card, a new deal may be demanded, but the right to deal is not lost.

20. If the pack is discovered to be defective, by reason of having more or less than thirty-two cards, the deal is void; but all the points before made are good.

21. The dealer, unless he turn down the trump, must discard one card from his hand and take up the trump card.

22. The discard is not complete until the dealer has placed the card under the pack; and if the eldest hand makes a lead before the discard is complete, he cannot take back the card thus led, but must let it remain. The dealer, however, may change the card he intended to discard and substitute another, or he may play alone, when a card has been prematurely led. After the dealer has quitted the discarded card, he cannot take it in hand again under any circumstances.

23. After the discard has been made, the dealer may let the trump card remain upon the talon until it is necessary to play it on a trick. After the trump card has been taken in hand, no player has a right to demand its denomination, but he may ask for the trump suit, and the dealer must inform him.

24. Should a player play with more or less than five cards, or the dealer neglect to discard before playing, the deal stands good, and the delinquent party forfeits two points if four are playing, and four if a lone hand is played; and they are debarred from scoring any points they may have made that hand.

PLAYING OUT OF TURN AND EXPOSED CARDS.

25. All exposed cards may be called, and the offending party compelled to lead or play the exposed card or cards when he can legally

do so, but in no case can a card be called if a revoke is thereby caused. (*See* Laws 39 and 55.) The following are exposed cards:

I. Two or more cards played at once.

II. Should a player indicate that he holds a certain card in his hand.

III. Any card dropped with its face upward upon the table, but not upon the floor.

IV. All cards exposed, no matter how exposed, whether by accident or otherwise, so that a partner can see them or an opponent can distinguish and name them.

26. If any player lead out of turn, his adversaries may demand of him to withdraw his card, and the lead may be compelled from the right player, and the card improperly led be treated as an exposed card, and called at any time during that deal, provided it causes no revoke.

27. If any player lead out of turn and the mislead is followed by the other three, the trick is completed and stands good; but if only the second, or the second and third, have played to the false lead, their cards, on discovery of their mistake, are taken back, and there is no penalty against any one except the original offender, whose card may be called.

28. If any player play out of turn, his opponents may compel him to withdraw his card, and the card improperly played may be treated as an exposed card, and called at any time during that deal, provided no revoke is thereby caused. (*See* Law 56.)

29. If any player trump a card in error, and thereby induce an opponent to play otherwise than he would have done, the latter may take up his card without penalty, and may call upon the offender to play the trump at any period of the hand.

30. If two cards be played, or if the player play twice to the same trick, his opponent can elect which of the two shall remain and belong to the trick, provided, however, that no revoke be caused.

[But if the trick should happen to be turned with five cards in it, adversaries may claim a fresh deal.]

31. If a player, thinking that he can take every trick, or for any other reason, throw down his cards upon the table with their faces exposed, the adverse side may call each and all of the cards so exposed, as they may deem most advantageous to their game, and the delinquent party must play the exposed cards accordingly. (*See* Law 55.)

THE REVOKE.

32. The penalty of a revoke is two points, except in the case of a lone hand, when it is four; and the penalty may be claimed as often as the revoke is repeated in the hand.

33. If a suit is led, and any one of the players, having a card of the same suit, shall play another suit to it—that constitutes a revoke. But if the error be discovered before the trick is quitted; or before the party having so played a wrong suit, or his partner, shall play again; the penalty only amounts to the cards being treated as exposed, and being liable to be called.

34. When the player, who has made a revoke, corrects his error, his partner, if he has played, cannot change his card played; but the adversary may withdraw his card and play another if he elects to do so.

35. When a revoke is claimed against adversaries, if they mix their cards, or throw them up, the revoke is taken for granted, and they lose the two points. A revoking player and his partner may require the hand on which the revoke occurred to be played to a conclusion.

[Every hand should be played to a conclusion, particularly when any player has renounced, so that it may be determined to the satisfaction of *both sides* whether or not a revoke has been made.]

36. No party can claim a revoke after cutting for a new deal.

37. A revoke on both sides forfeits to neither; but a new deal must be had.

38. If a player make a revoke, his side cannot win the game in that hand; *i. e.*, he, or they, cannot go beyond the point of four.

39. A party refusing to play an exposed card on call forfeits two to his opponents, as in a revoke.

MAKING THE TRUMP AND PLAYING.

40. After the dealer turns up the trump card, the eldest hand may pass, order up, or play alone.

41. If the eldest hand pass, the second player may pass, assist, or play alone.

42. If the second player pass, the third hand may pass, order up, or play alone.

43. If the third player pass, the dealer must pass, take the trump up, or play alone.

44. If all four players pass, the dealer must turn down the trump,

and the eldest hand may make a trump, or pass. Similarly the other three players have the same privileges. If all pass again, the deal is ended, and the next player deals.

45. A player making a trump cannot change the suit after having named it; and if, by error, he should name the suit previously turned down, he forfeits his right to make the trump, and such privilege must pass to the next player. Should the player, after making the foregoing error, or passing, name the suit he intended to make trumps, his partner is debarred from making the trump, and must pass.

46. If a player pass, and afterward attempt to assist, or order up the trump, his partner is debarred from exercising either of those privileges, and must pass.

47. If any one, prior to his partner playing, should call attention to the trick—either by saying that it is his, or by naming his card, or, without being required to do so, by drawing it toward him; or if a player indicates his hand by words or gestures to his partner, directs him how to play, even by telling him to follow the rules of the game; or in any way acts unfairly; the adversaries may require that opponent's partner shall play the highest or the lowest of the suit then led, or win or lose the trick.

48. If a player, when his side are at a bridge, calls the attention of his partner to the fact, the latter forfeits the right to order up, and either of the opponents may play alone, if they choose so to do.

49. Any one (of the players), during the play of a trick, or after the first cards are played, and before, but not after, they are touched for the purpose of gathering them together, may demand that the cards be placed before their respective players.

50. No player has a right to see any trick but the last one turned.

PLAYING ALONE.

51. A player may only play alone when he orders up, takes up, or makes a trump; or when his partner assists, orders up, or makes a trump. He cannot play alone with a trump he has passed, or with a trump the making of which he has passed; nor can he play alone after a lead has been made by himself, or by his opponents. (*See Laws 22 and 59.*)

52. A player cannot play alone when he or his partner is ordered up by an opponent, or when the opposite side adopt or make the trump, or if, before making his declaration, he exposes a card.

53. When a player having the right to play alone elects to do so, his partner cannot supersede him and play alone instead.

[Some clubs have the following rule: If a player declare to go alone, his partner may take it from him (subject to Law 51), in which case the form of declaration must be, "I take it from you." If the partner of the player playing alone offers to take it from him after a lead has been made, or after *he himself has passed*, neither can play alone. This is a deviation from the regular game of Euchre, and cannot be played without previous agreement.]

54. When a player announces that he will play alone, his partner must place his cards upon the table face downward, and should the latter expose the face of any of his cards either by accident or design, his opponents may compel him to play or not to play with his partner, at their option.

55. A lone player is not liable to any penalty for exposing any of his cards, but if he leads out of turn, the card is an exposed card, and may be called.

56. If an adversary play out of turn to the lead of a lone player, both opposing hands must be placed upon the board, and may be called by the lone player.

57. The dealer must announce his intention of playing alone previous to quitting his discard. (*See Law 22.*)

58. If a player announce that he will play alone, and his partner should play upon the first lead, the player is debarred from the privilege of playing alone, and must play with his partner, unless his opponents elect that he play the hand alone.

59. A player who goes alone must announce his intention in a clear and audible tone, so that no doubt can be entertained of his design. If he expresses his purpose in a vague and ambiguous manner, so that it is not clearly understood by his adversaries, and he or they make a lead, he forfeits his privilege, and must play with his partner. (*See Law 22.*)

THE LAP GAME.

The *Lap* game may be played by two, three, or four persons, when they agree to play a series of games, so that the *lap* may be applied, which is simply counting upon the score of the ensuing game all the points made over and above the five of which the game consists. For example, if one party, having made four points, should euchre his opponents, or make a march, either of which entitles him to score two points, he not only wins the game then being

played, but counts one point on the next game; or, if a player in a four-handed game, having four points, plays a lone hand, and makes his five tricks, he wins the game and scores three points on the next game. When the Lap game is played, it is usual to count four points when a lone hand is euchred.

TWO-HANDED EUCHRE.

At two-handed Euchre the cards are dealt alternately to each player, beginning with the non-dealer. The non-dealer then examines his hand, and decides whether he will play or not. If his hand is strong, he will order up the trump; if weak, he will pass. If the non-dealer order up the trump, the dealer discards and takes up the trump card; if he pass, the dealer has the option of taking up or turning down the trump. If the dealer adopt the trump, he discards, and the play of the hand commences; but if he turn it down, then the non-dealer has the option of naming a suit for trump, or of passing. If the non-dealer pass the making, then the dealer has the privilege of making a suit trumps; but if the non-dealer make a trump, then the play of the hand commences.

If neither player adopt or make a trump, the deal passes to the opposing player.

As soon as a trump has been adopted or made, the non-dealer leads a card, the dealer plays to it, and the two cards thus played constitute a trick. The winner of the trick leads to the next, and so on.

In all essential particulars two-handed Euchre is governed by the same laws as those given for the four-handed game; omitting, of course, those distinctive features that can only apply to the latter.

The player, remembering that twenty-two cards remain in the stock, and that he has but a single hand to contend against, may adopt, or even order up the trump with weaker cards than when playing three- or four-handed.

Lead your strongest trumps first, until you have won two tricks, and then, having a trump left, lead the strongest card of another suit; if your adversary takes it, you may have a chance to trump the card he leads, and thus make your point. Having won two tricks, and your adversary being without a trump, play for a *march*, by leading trumps, or your highest cards.

The deal is considered equal to a point, therefore never pass the deal unless to save a euchre.

THREE-HANDED EUCHRE.

After the cards have been dealt, the option of passing or playing goes to each player in rotation, commencing with the player to the dealer's left. The eldest hand leads, and each of the other two players plays in his turn a card to the lead. These three cards constitute a trick, and the winner of the trick leads to the next. After the hand is played, the eldest hand has the next deal. The player who adopts, orders up, or makes the trump, has to play against the other two.

In two-handed Euchre the player may stand upon a slight hand, but to stand or order up at this game he must have a strong hand, inasmuch as he has two hands combined against him, and should he be euchred, each adversary scores two points.

Another important feature of the game is, that the play varies according to the stage of the game. At the beginning of the game, each player strives to make all he can for himself. For example: Suppose A, the dealer, makes a *march* in the first hand, scoring three, B, the next dealer, makes one point, and C, the third dealer, one; the two players, B and C, having the lowest score, then play together against A to prevent him from increasing his score.

In some coteries the player who makes a march is permitted to score only *two* points, but a score of *three* points for a march at three-handed Euchre is now sanctioned by general usage, and where no proviso is made to the contrary previous to beginning the game, a march *must* score three points.

RAILROAD EUCHRE.

Railroad Euchre is played with a pack of thirty-three cards, consisting of a regular Euchre pack, and an additional blank card, which is usually called the Joker, or imperial trump.

Instead of the blank or specimen card, there will be found in some packs an extra card, printed with a suitable device, and intended expressly for use in this game.

The Joker is always a trump, no matter what suit is turned up or made trumps, and will beat the right Bower. Railroad Euchre differs also from the regular game in the following particulars:

- I. The game is usually ten points, unless otherwise agreed.
- II. If a player elect to *go alone*, he may call for his partner's best card, and discard any one from his own hand; in this case either

player of the opposing side may also call for the best card held by his partner, and if the latter succeed in gaining a euchre, his side is entitled to a score of four points

III. Laps are also frequently played.

IV. If the Joker is turned up for trump, the dealer must turn up the next card to determine the trump suit, but this does not debar him from discarding and taking the Joker in hand, provided his side adopt the suit turned up, or the opposing side order it up.

[When the Joker is turned up, some players determine the trump by making the suit of the card at the bottom of the pack the trump.]

In all other particulars, Railroad Euchre is played in the same manner as the regular game, and all the laws of the latter game apply to it with equal force, except the modifications enumerated and explained above.

The addition of the Joker to the pack, as well as the privilege of calling for a partner's best card, afford so many possibilities of the occurrence of a lone hand that a corresponding importance is given to the privilege of ordering up the trump.

If the dealer's side have scored one or two points and the dealer turns up the Joker or Knave, and the eldest hand has not cards sufficient to prevent a march, provided the other side go alone, it is generally considered good play to order up. At this particular stage of the game, a good player, if eldest hand, would prefer being euchred and losing two points to giving the dealer or his partner the opportunity of making a lone hand and going out.

Railroad Euchre is more rapid than the regular conservative four-handed game, and hence its name.

FRENCH EUCHRE.

This variety of the game of Euchre is played with a pack of twenty-four cards, all below the Nines being discarded.

The game is played by four persons, partners, who sit opposite each other, as at Whist.

Five cards are dealt to each player as in the ordinary game, but no trump is turned.

After the deal the players bid for the privilege of making the trump, commencing with the eldest hand, and going in rotation to the dealer, who, unless some other player anticipate him by bidding five tricks, has the last say.

When a player proposes to take a certain number of tricks in any

named suit, and the opposing side decline to outbid him, the suit thus named becomes trump. The eldest hand then leads, and the play proceeds as in the regular four-handed game.

The player who makes the highest bid must accomplish all he proposes, and if, with the assistance of his partner, he fail to take the required number of tricks, he is euchred, and the adverse side score all he would have counted had he been successful.

The game is twenty points.

Should either side take more tricks than they bid, they can only score the number proposed, and not the actual number taken.

In all other particulars French Euchre is governed by the laws of the ordinary game.

SIX-HANDED EUCHRE

Is played by six persons, forming two partnerships of three on each side, seated alternately. Two of the Sevens are discarded from the pack, so that all the cards are dealt. The bidding is conducted the same as in French Euchre. The winning side can only claim exactly the amount of the bid, even if more tricks should be taken in playing out the hands. If the side having the successful bid fail to make the number of tricks bid, the other side place the same number of tricks to their score.

The game is usually twenty-five points. At the beginning of the game each side start with twenty-five points. All the points made by either side are deducted as soon as each hand is played out, and the side who cancel the score first, wins. When a bid is made, the suit must be declared; but it is not obligatory to lead the suit declared.

An interesting variation is where the *Joker* is introduced. The two Sevens are not taken from the pack, and after the hands are all dealt, three cards remain over; these cards are called the "Widow". Any player who makes the highest bid has the privilege of looking at the Widow and selecting as many cards as he chooses from it; discarding a similar number from his hand. No player is permitted to intimate what suit he is bidding upon until the bidding has been completed; but the successful bidder must declare the trump suit before he looks at the Widow.

A bid to play alone supersedes a bid of five, and, if successful, scores ten.

ÉCARTÉ.

The game of Écarté is played by two persons. A pack of cards is required from which the Sixes, Fives, Fours, Threes, and Twos have been thrown out. It is more convenient to have two packs.

DEALING.

The players having cut for deal, the pack is shuffled, and the non-dealer cuts it. The dealer reunites the packets, and gives five cards to each player. The cards are not dealt singly, but by two at a time to each, and then by three at a time to each, or *vice versa*. In whichever manner the dealer commences to distribute the cards he must continue, *i. e.*, he must not deal at one time two and three, and at another three and two.

The eleventh card, now the top of the pack, is turned up for trumps. Should it happen to be a King, the dealer marks one; otherwise the turn-up is of no value; it merely indicates the trump suit for that deal. The remainder of the pack after the trump card is turned up is called the *stock*. The stock should be placed to the dealer's left. (*See also Laws 1 to 22.*)

DISCARDING.

The players now look at their hands. Should the non-dealer be satisfied with his cards, he may at once proceed to play them. But if he consider it to his advantage to exchange any or all of them, he *proposes*, saying, "I propose," or "Cards".

If the non-dealer propose, the dealer has the option of *accepting* or *refusing*. If he accept, he may change any or all of his cards, and he signifies his intention of doing so by saying, "I accept," or "How many?" But if the dealer is satisfied with his hand, he refuses to give cards, saying, "I refuse," or "Play".

If the non-dealer play without proposing, the dealer must also play without exchanging any cards.

When a proposal is accepted, the non-dealer separates from his hand the number of cards he desires to exchange, and places them face downward on the table to his right, at the same time naming the number discarded. The dealer also puts out his discard, and places it to his right, keeping it separate from his adversary's discard. The trump card is put aside, and the cards required by the

non-dealer to restore the number in hand to five again are given him from the top of the stock. The dealer then helps himself to the number he has discarded.

If the non-dealer be still dissatisfied, he may propose a second time, saying, "Again," and the dealer may accept or refuse as before; and so on until the non-dealer has a hand that he wishes to play, or until the dealer refuses. (*See also Laws 26 to 38.*)

MARKING THE KING.

After the discard (or, if there is no discard, after the deal), the non-dealer, if he holds the King of trumps in his hand, should announce it, saying, "I have the King," or "King", and mark one. He must announce the King before playing a card, unless the card first played is the King, when he may announce it at any time before the dealer plays to it.

If the dealer have the King of trumps in his hand, he similarly announces it, and marks one. If it is the card he first plays, he may announce it at any time before he plays a second card. (*See also Laws 22 to 25.*)

PLAYING.

The players having discarded or not, as they think proper, the non-dealer leads any card he chooses. His adversary plays a card to it; the two cards thus played constitute a *trick*.

The second player must not *renounce* if he holds a card of the suit led—*i. e.*, he is bound to follow suit, if able; and he must win the trick if he can. The highest card of the suit led wins the trick. The cards rank in the following order, beginning with the highest, King, Queen, Knave, Ace, Ten, Nine, Eight, Seven. Trumps win other suits. Failing the suit led, the second player, if he has a trump, must win the trick by trumping. The winner of the trick leads to the next, and so on till the hand is played out. (*See also Laws 39 to 43.*)

SCORING.

The score accrues from turning up or holding the King, as before explained, and from winning the majority of tricks.

The player who wins three tricks out of the five gains the *point*, and scores one. If he wins all five tricks he gains the *vole*, and scores two. Winning four tricks is no better than winning three.

If the non-dealer play without proposing, and fails to make three tricks, his adversary scores two, just the same as though he had won

a vole. Losing the vole is of no further consequence in this case, as whether the adversary makes three tricks or five he scores two.

Similarly, if the dealer refuses cards, and fails to win three tricks, his adversary scores two.

The rule as to playing without proposing, and as to refusing, only applies to the first proposal or refusal in each hand. Playing without proposing a second time, or refusing a second proposal, does not entail any penalty.

The game is five up: *i. e.*, the player who first obtains five wins the game.

By agreement singles, doubles, and trebles may be played, and rubbers also, as at Whist, if preferred, the player winning two games out of three winning the rubber, and adding two to his score for the rubber points.

When a series of games is played, the deal is generally alternate, no fresh cut for deal being made at the end of a game, unless the contrary is agreed. But, if rubbers are played, the players cut for deal at the end of each rubber.

The score is most conveniently marked by means of counters, four being required by each player. The score should be marked to the player's right; and the counters not in use should be placed to his left. (*And see Laws 46 to 51.*)

THE LAWS OF ÉCARTÉ.

The following Laws of Écarté were edited by "Cavendish," and after some slight alteration were adopted by the Turf, Portland, and nearly all the clubs of any importance in England.

SHUFFLING.

1. Each player has a right to shuffle both his own and his adversary's pack. The dealer has the right to shuffle last.

2. The pack must not be shuffled below the table, nor in such a manner as to expose the faces of the cards, nor during the play of the hand.

CUTTING.

3. A cut must consist of at least two cards, and at least two must be left in the lower packet.

4. A player exposing more than one card when cutting for deal must cut again.

5. The player who cuts the highest Écarté card deals, and has

choice of cards and seats. The choice determines both seats and cards during the play.

6. The cut for deal holds good even if the pack be incorrect.

7. If in cutting to the dealer a card be exposed, there must be a fresh cut.

DEALING.

8. The dealer must give five cards to his adversary and five to himself, by two at a time to each, and then by three at a time to each, or *vice versa*. The dealer, having selected the order in which he will distribute the cards, must not change it during that game; nor may he change it at the commencement of any subsequent game, unless he inform the non-dealer before the pack is cut.

9. If the dealer give more or less than five cards to his adversary or to himself, or do not adhere to the order of distribution first selected, and the error be discovered before the trump card is turned, the non-dealer, before he looks at his hand, may require the dealer to rectify the error, or may claim a fresh deal.

10. The hands having been dealt, the dealer must turn up for trumps the top card of those remaining.

11. If the dealer turn up more than one card, the non-dealer, before he looks at his hand, may choose which of the exposed cards shall be the trump, or may claim a fresh deal. Should the non-dealer have looked at his hand, there must be a fresh deal.

12. If, before the trump card is turned up, a faced card be discovered in the pack, there must be a fresh deal.

13. If the dealer expose any of his own cards, the deal stands good. If he expose any of his adversary's cards, the non-dealer, before he looks at his hand, may claim a fresh deal.

14. If a player deal out of his turn, or with his adversary's pack, and the error be discovered before the trump card is turned up, the deal is void. After the trump card is turned up, it is too late to rectify the error, and if the adversary's pack has been dealt with, the packs remain changed.

15. If, after the trump card is turned up, and before proposing, or, if there is no proposal, before playing, it be discovered that the non-dealer has more than five cards, he may claim a fresh deal. Should the non-dealer not claim a fresh deal, he discards the superfluous cards, and the dealer is not entitled to see them.

16. If, after the trump card is turned up, and before proposing, or, if there is no proposal, before playing, it be discovered that the

non-dealer has less than five cards, he may have his hand completed from the stock, or may claim a fresh deal.

17. If, after the trump card is turned up, and before the dealer accepts or refuses, or, if there is no proposal, before he plays, it be discovered that he has dealt himself more than five cards, the non-dealer may claim a fresh deal. Should he not claim a fresh deal, he draws the superfluous cards from the dealer's hand. Should the dealer have taken up his hand, the non-dealer is entitled to look at the cards he draws.

18. If, after the trump card is turned up, and before the dealer accepts or refuses, or, if there is no proposal, before he plays, it be discovered that the dealer has less than five cards, the non-dealer may permit the dealer to complete his hand from the stock, or may claim a fresh deal.

19. If a fresh deal be not claimed when the wrong number of cards are dealt, the dealer cannot mark the King turned up.

20. If the non-dealer play without taking cards, and it be then discovered that he has more or less than five cards, there must be a fresh deal.

21. If the dealer play without taking cards, and it be then discovered that he has more or less than five cards, his adversary may claim a fresh deal.

MARKING THE KING.

22. If a King be turned up, the dealer is entitled to mark it at any time before the trump card of the next deal is turned up.

23. If either player hold the King of trumps, he must announce it before playing his first card, or he loses the right to mark it. It is not sufficient to mark the King held in hand without announcing it.

24. If the King be the card first led, it may be announced at any time prior to its being played to. If the King be the card first played by the dealer, he may announce it at any time before he plays again.

25. If a player not holding the King announce it, and fail to declare his error before he has played a card, the adversary may correct the score, and has the option of requiring the hands to be played over again, notwithstanding that he may have abandoned his hand. If the offender win the point he marks nothing; if he win the vole he marks only one; if he win the point when his adversary has played without proposing, or has refused the first proposal, he marks

only one. But if the adversary himself hold the King, there is no penalty.

PROPOSING, ACCEPTING, AND REFUSING.

26. If a player propose, he cannot retract; nor can he alter the number of cards asked for.

[The elder hand may "propose", *i. e.*, ask for cards, as often as he pleases. If the dealer is not content with his own hand, he will give cards, but after the first proposal, it is entirely at his own option whether or not to do so.]

27. The dealer, having accepted or refused, cannot retract. The dealer, if required, must inform his adversary how many cards he has taken.

DISCARDING.

28. Each player, before taking cards, must put his discard face downward on the table, apart from the stock and from his adversary's discard. Cards once discarded must not be looked at.

29. If the non-dealer take more cards than he has discarded, and mix any of them with his hand, the dealer may claim a fresh deal. If the dealer elect to play the hand, he draws the superfluous cards from the non-dealer's hand. Should the non-dealer have taken up any of the cards given him, the dealer is entitled to look at the cards he draws.

30. If the non-dealer ask for less cards than he has discarded, the dealer counts as tricks all cards which cannot be played to.

31. If the dealer give his adversary more cards than he has asked for, the non-dealer may claim a fresh deal. If the non-dealer elect to play the hand, he discards the superfluous cards, and the dealer is not entitled to see them.

32. If the dealer give his adversary less cards than he has asked for, the non-dealer may claim a fresh deal. If the non-dealer elect to play the hand, he has it completed from the stock.

33. If the dealer give himself more cards than he has discarded, and mix any of them with his hand, the non-dealer may claim a fresh deal. If the non-dealer elect to play the hand, he draws the superfluous cards from the dealer's hand. Should the dealer have taken up any of the cards he has given himself, the non-dealer is entitled to look at the cards he draws.

34. If the dealer give himself less cards than he has discarded, he may, before playing, complete his hand from the stock. If the dealer play with less than five cards, the non-dealer counts as tricks all cards which cannot be played to.

35. If a faced card be found in the stock after discarding, both

players have a right to see it. The faced card must be thrown aside, and the next card given instead.

36. If, in giving the cards, any of the non-dealer's are exposed, he has the option of taking them; should the non-dealer refuse them, they must be thrown aside and the next cards given instead. If the dealer expose any of his own cards, he must take them.

37. If, after giving the cards, the dealer turn up a card in error, as though it were the trump card, he cannot refuse another discard. If another be demanded, the non-dealer has the option of taking the exposed card.

38. If the dealer accept when there are not sufficient cards left in the stock to enable the players to exchange as many cards as they wish, the non-dealer is entitled to exchange as many as he asked for, or, if there are not enough, as many as there are left, and the dealer must play his hand; the dealer is at liberty to accept, conditionally, on there being cards enough in the stock.

PLAYING.

39. A card led in turn cannot be taken up again. A card played to a lead may be taken up again to save a revoke or to correct the error of not winning a trick when able, and then only prior to another card being led.

40. If a card be led out of turn, it may be taken up again, prior to its being played to; after it has been played to, the error cannot be rectified.

41. If the leader name one suit and play another, the adversary may play to the card led, or may require the leader to play the suit named. If the leader have none of the suit named, the card led cannot be withdrawn.

42. If a player abandon his hand when he has not made a trick, his adversary is entitled to mark the vole. If a player abandon his hand after he has made one or two tricks, his adversary is entitled to mark a point. But if a player throw down his cards, claiming to score, the hand is not abandoned, and there is no penalty.

REVOKING AND NOT WINNING THE TRICK.

43. If a player renounce when he holds a card of the suit led, or if a player fail to win the trick when able, his adversary has the option of requiring the hands to be played again, notwithstanding that he may have abandoned his hand. If the offender win the point, he marks nothing; if he win the vole, he marks only one; if he win

the point when his adversary has played without proposing, or has refused the first proposal, he marks only one. Should the card played in error be taken up again prior to another card being led (as provided by Law 39), there is no penalty.

CALLING FOR NEW CARDS.

44. A player may call for new cards at his own expense, at any time before the pack is cut for the next deal. He must call for two new packs, of which the dealer has choice.

INCORRECT PACKS.

45. If a pack be discovered to be incorrect, redundant, or imperfect, the deal in which the discovery is made is void; all preceding deals stand good.

SCORING.

46. The game is five up. By agreement, the game may count a treble if the adversary has not scored; a double if he has scored one or two; a single if he has scored three or four.

47. A player turning up a King, or holding the King of trumps in his hand, is entitled to mark one. (*See Laws 22 to 25.*)

48. A player winning the point is entitled to mark one; a player winning the vole is entitled to mark two.

49. If the non-dealer play without proposing, and fail to win the point, his adversary is entitled to mark two. If the dealer refuse the first proposal, and fail to win the point, the non-dealer is entitled to mark two. These scores apply only to the first proposal or refusal in a hand, and only to the point, the score for the vole being unaffected.

50. If a player omit to mark his score, he may rectify the omission at any time before the trump card of the next deal is turned up.

51. An admitted overscore can be taken down at any time during the game.

BYSTANDERS.

52. If the players declare to play *English Écarté*, bystanders, whether betting or not, are not allowed to make any remark; nor to draw attention to errors in the score; nor to advise on the play; nor to play out the game of a player who resigns.

53. Bystanders at *English Écarté*, calling attention to any error or oversight, and thereby affecting the score, may be called upon to pay all stakes and bets of the player whose interest is prejudicially

affected. A bystander, by agreement between the players, may decide any question.

54. At *French Écarté*, those covering the stakes may draw attention to errors in the score; may advise the player they are backing; or may play out the game of a player who resigns. Advice must be given by pointing only; neither cards nor suit may be named. The player is at liberty to follow the advice or not.

55. Bettors must not look over the hand of a player against whom they are betting.

ILLUSTRATIVE GAME.

A and Y will now play a game of *Écarté*.

Two packs of different color or pattern, say, a red or a white pack, are used. From these packs the cards from Two to Six are extracted. A and Y cut for deal; A cuts the Knave, Y the Ace. A therefore deals, as Knave is in this game higher than Ace.

The cards having been shuffled, A gives the pack to Y to be cut.



FIRST HAND. BEFORE THE ÉCART.

A then deals three cards to his adversary, three to himself, then two to his adversary and two to himself, and turns up the King of Spades. "I mark the King," says A (*see Law 22*).

A does not look at his cards, but waits to see what his adversary will do. Y looks at his hand, and says, "I propose." A looks at



FIRST HAND. AFTER THE ÉCART.

his hand, and finds in it Queen, Knave, Ace of Spades, the Ace of Diamonds, and the Eight of Hearts. A has the trick now to a certainty, and cannot lose it by accepting, the low Heart being the weak point in his hand. The hand of Y was Ten of Spades, King of Hearts, Ten and Seven of Diamonds, and Nine of Clubs. Y takes three cards; A takes two. Y takes in the King of Diamonds, the Seven of Spades, and the Seven of Hearts; A takes in the Nine and Eight of Spades, and must win the vole.

Y now deals, and turns the Nine of Clubs as trumps. A looks at his hand, and finds in it the King and Ace of Diamonds, the Eight

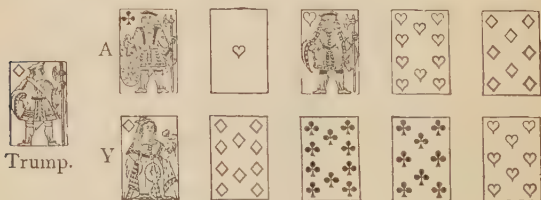


SECOND HAND.

and Seven of Hearts, and the Ten of Spades. A proposes. Y looks at his hand, and finds King, Queen, Knave of Spades, Eight and Seven of Clubs. "Play," says Y, and he wins the vole. Score: $Y = 2$; $A = 3$.

With such a hand as Y held, to accept the proposal would have been wrong, the chances being in his favor.

A now deals, and turns Knave of Diamonds. Y looks at his cards, and finds they consist of Queen, Ten of Diamonds, Ten and



THIRD HAND.

Eight of Clubs, and Eight of Hearts. He elects to play without proposing. A's hand consists of Knave of Clubs, Ace, Knave, Ten

of Hearts, and Eight of Diamonds. Y may now win or lose the point, according to the cards he leads.

If he led Queen, then Ten of Diamonds, he would lose the point. If he led Ten of Clubs, he would win the point. The reader should place the cards and play out these hands.

We will suppose that Y played correctly and won the point; the game stands at three all.

It is now Y's turn to deal. We will suppose that he does so, and wins the point; the game is then, $Y = 4$; $A = 3$.

A now deals, and turns the Nine of Diamonds. Y's hand consists of Queen, Knave of Diamonds, King, Queen, Ace of Spades. Y



elects to play. A looks at his hand, and finds in it the King, Ace of Diamonds, the Ace of Hearts, the King of Clubs, and the Eight of Spades.

Y must win the game if he play correctly; but, being anxious to win more tricks than are necessary, he loses it by reckless play. Y leads King of Spades, on which A plays Eight of Spades, *without marking the King*. A does this because Y, having played without proposing, will lose two if he lose the point. To mark the King will be useless, if Y win the point; hence A conceals from Y the fact of his holding the King. Y plays incautiously, and leads as his second lead Queen of Diamonds; A wins with King of Diamonds, and leads King of Clubs, which Y trumps, and leads Queen of Spades, which A trumps, and leads Ace of Hearts, which wins the game.

If Y had followed his first lead with Queen of Spades, he must have won the game; but, imagining that A could not hold the King, because he did not mark it, he played feebly, and lost the game.

This example will give some idea of the play of a hand, and of the different results which follow the correct and incorrect play of even five cards.

JEUX DE RÈGLE.

Great stress is laid by scientific Écarté players on what are termed *jeux de règle*, that is, hands which ought to be played without "proposing" or "accepting". When the cards held by a player are so good that he cannot fail to win three tricks unless his adversary hold two trumps, it is the rule to play without proposing. It is easy, by an examination of the five cards, to at once perceive how the trick must be won, unless the adversary hold two trumps. Here are a few examples:—

King, Queen, Knave of Spades, Eight of Hearts (trumps), Eight of Diamonds. Lead King of Spades; if not trumped, follow with Queen, etc.

With three trumps, play without proposing.

With two trumps, if the other cards belong to one suit, or with two cards of one suit, one of which is the King or Queen.

Play if holding only one trump, provided the other cards are four of one suit, one being a King; or three cards of one suit, one being a King or Queen, and the fifth card being a King or Queen.

Play with no trump if three Queens are held, or four court cards.

When playing these hands (and they apply mainly to the leader) it is important to remember the disadvantage that follows leading from a suit of two, when one is a high, the other a much lower, card, and the advantage of leading from a suit of two when these are in sequence.

Take the following hands as examples:—

A holds Queen of Clubs, Queen of Diamonds, Queen and Eight of Hearts, and Eight of Spades, Spades being trumps.



FIFTH HAND.

Y holds King and Nine of Hearts, Nine and Seven of Diamonds, and Nine of Spades.

If A lead the Queen of Hearts, he must lose the point, no matter

how Y plays. If, however, he lead either of his single Queens, he *may* win the point, if Y, after winning the Queen of Clubs, lead the King of Hearts.

Again, A holds Queen, Ten, of Spades; Knave, Ten, of Hearts; Ten of Diamonds; Diamonds being trumps.

Y holds Knave, Seven, of Spades; Seven of Hearts; and Knave, Eight, of Diamonds.



SIXTH HAND.

If A lead the Queen of Spades, he loses the trick. If he lead Knave and then Ten of Hearts, he wins the trick.

From these examples, it will be evident that cards in sequence, or single cards, are better as leads than one high card, and then a small one of a two-card suit. Also it is desirable that the adversary should be the leader when the third lead occurs.

What is called being "put to a card", is, if possible, to be avoided. The following will serve as an example:—

A holds King, Knave, Ten, of Hearts; Queen of Diamonds, and



Trump.

[Y's hand, unknown.]

SEVENTH HAND.

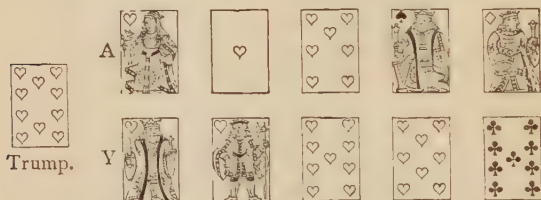
Knave of Spades (Clubs trumps). A proposes, and is refused. He may now conclude that Y has two trumps, at least.

A leads the King of Hearts, which wins; then Knave, which wins. If Y hold Ace of Hearts, A must lose the point. If, how-

ever, Y hold either a Diamond lower than the Queen, or a Spade lower than the Knave, A may win, if he keep the right card; if, however, A play a third Heart, and this is trumped, and Y play, say, Queen of trumps, A must discard either his Queen of Diamonds or his Knave of Spades, and he has no guide as to which to discard. Instead, therefore, of playing the third Heart, lead either the Diamond or the Spade, and thus avoid being "put to a card".

The dealer has the option of refusing or accepting; before doing either, he should not only consider well the cards in his hand, but the state of the score.

It is not unusual for a player who may hold the trick for certainty to propose in the hopes of being refused, in order that he may, by



EIGHTH HAND.

winning the trick, score two. If this occurred at the score of three, the results would be fatal.

As a general rule, refuse if only two cards can be discarded. A King or a trump should not be discarded in the first instance.

With three trumps, refuse unless the King of trumps is one of the three, when there is a great chance that the cards taken in may enable the vole to be won.

With only one trump and one King, no matter what the other suits may be, if not having a card higher than a Ten, accept. But with one trump, two Queens guarded, or a King and Queen guarded, refuse. Although in many cases, where it is the rule to play, it is two to one in favor of the player winning the point, it must not be imagined that he will always win. He may win twice out of three times, but it is possible for the adversary to hold exceptionally good cards, and to win the point against the *jeu de règle*. For example, A holds Queen, Ace, and Seven of Hearts (trumps), King of Spades, King of Diamonds, and, of course, plays without proposing. Y holds King, Knave, Nine, and Eight of Hearts, and Nine of Clubs,

and must win the point; but for A to propose would have been wrong, his hand being strong enough to win four times out of five.

When a player proposes, and is refused, he may form an estimate of the suit or suits out of trumps in which his adversary is likely to be strong. Suppose A, the non-dealer, hold Queen, Knave of Spades, Ace of Hearts, Seven of Clubs, and Knave of Diamonds (trumps). The probabilities are that Y is strong in Hearts and Clubs, or holds two trumps. The Queen of Spades in this case should, of course, be led; and, if it win, should be followed by the Knave.

There are cases where it is desirable to lead a single losing trump; such a case is the following, where the object is to get the lead out of one's hand, and when it is known that the adversary is strong:

A holds King, Ten, Eight of Hearts, Ten of Spades, and Ten of Diamonds (trumps). A proposes, and Y says, "Play." Y's hand consisting of Queen, Nine of Diamonds (trumps), Queen, Nine, and Seven of Hearts.



NINTH HAND.

If A lead any card except the Ten of Diamonds, he must lose the point. If he play the Ten of Diamonds, he wins the point.

The reasoning for such play may be as follows:—

Y has refused; he holds probably two trumps and one strong suit. If this suit be Clubs or Spades, the trick or vole will probably be lost. If the suit be Hearts, the vole is certain to be saved, and the trick may be won. Place the cards as given, and it will be seen that if A leads the Ten of Diamonds, Y wins with the Queen, and then must lead a Heart or the Nine of Diamonds. If the Nine of Diamonds is led, A discards the Eight of Hearts; A wins the remaining three tricks. If the Queen of Hearts be led by Y, A wins with King of Hearts, and then leads Ten of Spades, which Y trumps, and then leads a Heart, and loses the trick.

It is, however, a very unusual proceeding to play out a losing

trump; yet, as is evident from this example, there are cases when, in desperation, it must be done.

When a player has the certainty of winning the trick, he should never, by reckless play, run the risk of losing it. For example, A, having proposed and been accepted, has taken cards more than once, and has in hand King, Knave of Spades (trumps), King and Seven of Diamonds, and Queen of Hearts.

A declares the King, and leads King of Diamonds, which wins. If he lead anything except the King of trumps, he must win the trick. If he lead the King of trumps, he may lose it.

No one can expect to be a good Écarté player without knowing the *jeux de règle*, and being able to recognize them at a glance. As an aid to the memory, the *jeux de règle* may be classified thus:—

1. All hands with *three trumps*.
2. Hands with *two trumps*, which contain also :
 - a. Three cards of one suit.
 - b. Two cards of one suit, one being as high as a Queen.
 - c. Two small cards of one suit, the fifth card being a King.
 - d. Hands intermediate between *b* and *c*.
 - e. Three cards of different suits, as high as King, Knave, and a small card, or of equivalent trick-making value.
3. Hands with *one trump*, which contain also :
 - a. A tierce major.
 - b. Four cards of one suit, one being a King.
 - c. Three cards of one suit, one being as high as a Queen, and the fifth card being a Queen.
4. Hands with *no trump*, which contain four court cards, or three Queens.

It will be observed that (except when the King is taken into consideration) the value of the trumps does not influence any of the hands which should be played without proposing. The reason is that it is scarcely ever the game to lead trumps originally with two trumps, neither being the King. The general scheme of the game is to get the first force on the dealer, and to use the trumps for trumping his winning cards. For this purpose high trumps are no better than low ones.

The classification of the *jeux de règle* is therefore based on the *number* of trumps held and not on their *value*. The non-dealer should be guided in deciding whether to propose by the number of trumps he holds, and by the value of the plain cards, and by whether they belong to one or more suits.

PIQUET.

The game of Piquet* is played by two persons, with a pack of thirty-two cards—the Sixes, Fives, Fours, Threes, and Twos being thrown out from a complete pack. It is convenient to have two packs, each being used alternately.

DEALING.

The players cut for deal. The highest has choice. The order of the cards, both in cutting and in calling and playing, is Ace (highest), King, Queen, Knave, Ten, Nine, Eight, Seven (lowest).

The pack is then cut by the non-dealer, or *elder hand*, to the dealer, or *younger hand*, who reunites the packets and gives the top two cards to his adversary, the next two to himself, and so on, dealing two cards at a time to each player, until they have twelve cards apiece. Or the deal may be by three at a time. The dealer places the undealt cards (called the *stock*), eight in number, face downward on the table between the players. (*See also Laws 1 to 17.*)

DISCARDING.

The players then look at their hands and proceed to *discard*, *i. e.*, to put out such cards as they deem advisable (but *see* Carte Blanche). They then take in an equivalent number of cards from the stock. The elder hand has the privilege of thus exchanging five of his cards. He may take any less number, but he must exchange one. He separates his discard from his hand, places it aside, face downward on the table, and takes from the top of the stock the number of cards discarded.

If the elder hand takes all his five cards, he leaves three for the younger hand. If he discards less than five cards (leaving more than three in the stock), he announces the fact by saying, "I only take four,"—or three, or less, as the case may be; or, "I leave a card,"—or two, or more cards, as the case may be.

When the elder hand discards less than five cards, he is entitled to look at the cards he leaves. For example: If he discards four cards, he takes the top four cards of the stock, and looks at the fifth, the one left on the top of the stock after he has taken his four. If

* This article is compiled from the last edition of a very thorough treatise on Piquet by "Cavendish."

he discards but three cards, he may similarly look at the two cards left, and so on. He returns the cards thus looked at to the top of the stock without showing them to his adversary.

The younger hand has the privilege of discarding three cards. He is obliged to discard one.

If the elder hand has left any of his cards, the younger hand may take all that remain in the stock, discarding an equal number. Thus, if the elder hand has left one card, the younger may take four, viz., the one left and his own three. He separates his discard from his hand, and lays it aside as explained in respect of the elder hand; and, in a similar way, takes his cards from the stock after the elder hand has taken in.

Whether the elder hand takes all his cards or not, the younger hand must take his cards from the top of the stock, including any card or cards that may have been left by the elder hand. For instance, the elder hand takes four cards; the younger hand only takes two, and leaves two cards. He must take the card left by the elder hand and the top card of the other three, and must leave the bottom two.

If the younger hand leaves any cards, he announces the number left. He has a right to look at cards he leaves, at any time before he plays to the first trick, but not afterward. He must declare whether he will look at them or not as soon as the elder hand has named the suit he will first lead (which he generally does by leading a card). If the younger hand looks at them, or at any of them, he must also show all that are left to the elder hand, the elder hand first naming the suit he will lead. If the younger hand elects not to look at the cards left, the elder cannot see them.

Cards left untaken, and not looked at, must be kept separate from the hands and discards

Each player may look at his own discard at any time during the play of the hand; but he must keep his discard separate from his other cards. (*See also Laws 21 to 45.*)

CALLING AND SHOWING.

The discarding and taking in being over, the players next announce or *call* certain combinations of the cards in hand, and, if *good*, score for them. These combinations are point, sequences, and quatorzes and trios.

The point must be announced first (Law 46). It is scored by the player who calls the suit of greatest number. If each player's best

suit contains an equal number of cards, the point is then scored by the one who calls the suit of greatest strength, according to the following way of valuing it: The Ace is valued at eleven, each of the court cards at ten apiece, and the other cards at the number of pips on each.

The elder hand calls his *point* thus: Suppose his best suit to consist of five cards. He would call, "Five cards." If the younger hand has no suit of equal or greater number, he replies, "Good." The elder hand then names the suit, saying, "In Spades," or as the case may be, and counts one for each card, saying, "Five."

If the point called by the elder hand happens to be equal in number to the best suit of his adversary, the younger hand says, "Equal." The elder then announces the value of his cards. Thus: The elder's point is Ace, King, Knave, Nine, Eight; he would say, "Forty-eight," or, "Making eight." If the younger hand's five cards make less than forty-eight, he replies, "Good," and the elder then names the suit. If the younger hand's point makes exactly forty-eight, he says, "Equal." The elder hand then names the suit in which his equality is, but does not count anything for it.

If the younger hand's five cards make more than forty-eight, he says, "Not good," and the elder hand does not name the suit he called.

If the younger hand has a point consisting of a greater number of cards than the one called by his adversary, he says, "Not good," and the elder does not name the suit he called.

When the younger hand's point is equal, he names the suit after the elder has finished calling his hand and has led a card, but he does not count anything for point. If the younger hand's point is good, he names the suit and reckons one for each card of the point as soon as the elder has led a card.

A player calling a point which is smaller than his best suit can correct his miscall before the younger hand has answered, "Not good" or "Equal".

It is usual, but not compulsory, to call sequences next after point; quatorze or trio may be called before sequence, without prejudice to a subsequent call of sequence.

The elder hand should first call his best *sequence*. Any three or more cards of the same suit held in hand in the order given at page 125 constitute a sequence. Sequences, and the amounts reckoned for them when good, are as under:

A sequence of eight cards (named a huitième) scores eighteen.

"	seven	"	("	septième)	"	seventeen.
"	six	"	("	sixième)	"	sixteen.
"	five	"	("	quint)	"	fifteen.
"	four	"	("	quart)	"	four.
"	three	"	("	tierce)	"	three.

It will be observed that tierces and quarts reckon one for each card; and that higher sequences reckon one for each card, with ten added.

Sequences are further defined by name according to the card which heads them. Thus, a sequence of King, Queen, Knave is named a tierce to a King; Ace, King, Queen is called a tierce major; and so on for other sequences headed by an Ace. A sequence of Nine, Eight, Seven is called a tierce minor; and so on for other sequences of the lowest cards.

Whether or not a sequence is good is determined by (*a*) the number of cards it contains, and by (*b*) the highness of the cards. A higher sequence is superior to or good against a lower one containing the same number of cards; but a sequence containing a greater number of cards, even though low ones, is good against a higher sequence containing fewer cards. For example: A tierce major is good against any other tierce; a quart minor is good against a tierce major.

The elder hand, when calling his sequence, names it thus: "A quint minor," "A quart to a Queen," or whatever it may be. The younger hand says, "Good," "Equal," or "Not good", as in the case of the point. If good or equal, the elder hand then names the suit in which his sequence is. If not good, the younger calls his sequence, and names the suit in which it is, after the elder has finished calling and has led a card.

When a player has a sequence that is good, he reckons one for each card of it, and an additional ten if it is a sequence of five or more cards. The player whose sequence is allowed to be good is also entitled to reckon all smaller sequences in his hand, notwithstanding that his adversary holds a sequence of intermediate value. For example: A has a quart to a Queen (Queen, Knave, Ten, Nine) in one suit and a tierce minor (Nine, Eight, Seven) in another suit; B has a quart to a Knave (Knave, Ten, Nine, Eight) in a third suit. A calls a quart to a Queen, which is good. He scores four for it, and then calls the tierce minor, and scores three for that. B's quart to a Ten counts nothing, and does not prevent A from reckoning the tierce minor.

If the two players' sequences are equal, the equality is called by both, and neither scores anything for sequence, even though one player may hold a second sequence of equal value, or an inferior sequence. The equality of the superior sequence nullifies the whole. Thus: A calls a tierce major; B says, "Equal." A and B are precluded from scoring a second tierce major or any smaller sequence.

If the elder hand inadvertently calls a low sequence, holding a higher one, he may correct his miscall before it has been replied to by the younger hand. After the younger hand has replied "Good" or "Equal", the elder must abide by his call, and can only reckon sequences equal to, or lower than, the one he called. Thus: A has a quart minor and a tierce minor. If he first calls a tierce minor, and is admitted to be good, he can reckon two tierce minors, but he cannot reckon the quart.

There is one exception to this. If the elder hand calls a sequence that is *good against the cards* (*i. e.*, better than any sequence the younger hand could possibly have in hand and discard taken together), he can reckon any sequence he holds, even though it is better than the one first called. For example: A has a quart to a King and a tierce to a Queen, good against the cards. If he first calls a tierce to a Queen, he may afterwards reckon his quart.

Some players show all that they claim as good or equal; this, however, is not compulsory, unless the cards are asked for.

As the law now stands, calling is equivalent to showing. Hence, if A calls, say, "Forty-eight in Diamonds," the only Diamonds he can hold being Ace, Knave, Ten, Nine, Eight, B is deemed to know that A holds a quart. A forgets to reckon his quart, and leads a card. B cannot reckon any equal or inferior sequence. If A remembers he has not reckoned the quart, he can rectify the omission before B has played to the first trick. (*See Law 56.*)

The younger hand is not bound to call his best sequence first. Thus, if the elder has called a tierce major, and the younger has replied, "Not good," the younger is at liberty to show and count a tierce minor first, and then a quart or larger sequence. The reason for the difference between the elder and younger hands in this respect is that the younger is only reckoning (adding up his score); but the elder is ascertaining whether what he calls is good, and, by calling a lower sequence before a higher, he might gain information as to the contents of his opponent's hand to which he is not entitled. The elder hand, however, having called a sequence which is good,

may reckon lower sequences in any order for the same reason, viz., that he is then only adding up his score.

After sequence (*but see* page 127), *quatorzes* (i. e., four Aces, Kings, Queens, Knaves, or Tens) or *trios* (three of any of these) are called and reckoned as before, except that in this combination there can be no equality. Quatorzes or trios of cards smaller than Tens are of no value. A quatorze if good reckons fourteen (one for each card, with ten added); a trio if good counts three. Any quatorze is good against a trio; thus, four Tens are good against three Aces. If each player has a quatorze the highest is good; the same if each has a trio; and, as in the case of sequences, anything that is good enables the player to count all smaller combinations of four or three in his hand, and nullifies any that the adversary may hold of intermediate value. For example: A has four Tens and three Knaves; B, three Aces. A scores fourteen for Tens, and three for Knaves; and B does not count his Aces.

A quatorze or trio is called thus: "Four Aces," "Three Queens," or as the case may be. The younger hand then says, "Good" or "Not Good", as before. The cards of a quatorze or trio are never shown on the table. The adversary, however, has a right to demand their production if he thinks fit.

The reason that quatorzes are not shown is that when Aces, Kings, Queens, Knaves, or Tens are called, the adversary knows what the cards are. When a player might hold a quatorze, but only calls three of that rank (as, *e. g.*, A calls three Kings, when he might have held four), the adversary is entitled to know which card is not reckoned. In the case of the example given, B might say, "Show your Kings," by which means he would ascertain the King that is not called. But the usual course is for B to say, "Which King do you not reckon?" and A is bound to reply.

In calling quatorzes or trios the elder hand should call his best first, as, if he calls a lower one, he cannot afterwards reckon a higher one, unless the lower one is good against the cards. If the one first called is good, any lower ones may be reckoned without regard to order, as in the case of sequences.

The younger hand may reckon his quatorzes or trios if good in any order. He is not obliged first to call his best, and he may rectify a miscall of any kind until he has played to the first trick, for the reason already given.

After the elder hand has finished calling, and has reckoned all that he has good, he leads a card. Before playing to this card, the

younger hand reckons all that he has good, or calls all that he has equal.

A player is not bound to call anything unless he pleases; and he may always call less than he holds, if he does not desire to expose his hand. (*See also Laws 46 to 56.*)

PLAYING.

The players having called what they have good or equal, and reckoned what they have good, next proceed to play the hands. The elder hand leads any card he pleases, and his opponent plays to it. The younger hand must follow suit if able, but otherwise he may play any card he thinks fit.

Two cards, one played by each player, constitute a *trick*. The trick is won by the player who plays to it the higher card of the suit led. A player is not obliged to win the card led unless he chooses, if he can follow suit without. The winner of the trick leads to the next, and so on, until all the twelve cards in each hand are played out.

During the play the leader counts one for each card led. He counts one whether he wins the trick or not. If the leader wins the trick, his adversary counts nothing in play; but if the second player wins the trick, he also counts one. The winner of the trick again counts one for the card he next leads, and so on.

The winner of the *last trick* counts two instead of one.

The tricks are left face upward on the table in front of the player who wins them. They may be examined by either player at any time.

If each player wins six tricks, the cards are *divided*, and there is no further score. If one player wins more than six tricks (called winning *the cards*), he adds ten to his score, beyond what he has counted in hand and play. If one player wins every trick (called winning a *capot*), he adds forty to his score instead of ten—ten for the cards and thirty for the capot.

All cards scored for as good, or called as equal, must be exhibited to the adversary if demanded during the play of the hand. This, however, does not apply to a call of an equal *number* of cards for point by the younger hand, when the *strength* of his point is inferior to that of the elder's. Among players, the cards are not as a rule exhibited; but all necessary questions with regard to them are replied to. Thus, A scores a point of five cards, and plays three of them. Presently, B wants to refresh his memory, so he says,

"How many of your point have you?" or "How many Spades?" or as the case may be; and A is bound to reply, "Two." Similarly, if A had scored three Kings, B is entitled to a reply to the question, "What Kings have you in hand?" or B might ask, "Have you anything in hand that you have called?" when A must tell him. (See also Laws 57 to 60.)

CARTE BLANCHE, PIQUE, AND REPIQUE.

In the foregoing pages *carte blanche*, *poque*, and *repique* have been omitted in order to simplify the description of the game.

If either player has dealt to him a hand which contains neither King, Queen, nor Knave, he holds *carte blanche*. This entitles him to score ten. Before he takes in he must show the *carte blanche* by dealing his cards quickly one on top of the other, face upward on the table, after which he retakes them into his hand. If either player has *carte blanche*, he must inform his adversary at once, by saying, "I have a *carte blanche*," or "Discard for *carte blanche*". As soon as the adversary has discarded, the *carte blanche* is shown him. (See also Laws 18 to 20.)

If the elder hand scores, *in hand and play*, thirty or more before his adversary counts anything that hand, he wins a *poque*. A *poque* entitles the player to add thirty to his score; but in all other respects the hand is played as already explained. For example: A has a quint major, which is good for point and sequence, and three Aces, which are also good. He counts twenty for the point and quint, and three for the Aces, and then leads the quint major and the two Aces, or one of the Aces and some other card. This makes him thirty; and, as his adversary has not scored anything, it is a *poque*. A, when he leads the card which makes him thirty, instead of counting "Thirty", counts "Sixty". It is not necessary that the card led which makes thirty should win the trick. The elder hand, having reckoned twenty-nine when his adversary has reckoned nothing, and having the lead, wins a *poque* even if he leads a losing card.

If a player scores, *in hand alone*, thirty points or more by scores that reckon in order before anything that his adversary can count, he wins a *repique*. A *repique* entitles the player to add sixty to his score. Thus: If a player has point, quint, and quatorze (all good), he *repiques* his adversary. He counts five for point, fifteen for sequence, making twenty, and fourteen for quatorze, making thirty-four. Instead of counting "Thirty-four", he counts "Ninety-four". In all other ways the hand is played as already explained.

Equalities do not save a pique or a repique. In the case of an equality, the game proceeds as though no such mode of scoring existed. Thus: A has point equal, quint and quatorze, both good, and leads a card. He wins a pique.

SCORING.

During the progress of the hand, each player continues to repeat aloud the amount of his score that hand for the time being (*see Example, pages 135-138*). At the end of the hand, the number scored is written on a *scoring-card*, each player recording both his own and his opponent's score, in separate columns.

Although the scores are, for the sake of convenience, *recorded* only at the end of the hand, they are *recordable* when they accrue, whether made by the elder or younger hand, in the order given in the following table of precedence:—

1. Carte blanche.
2. Point.
3. Sequences.
4. Quatorzes and trios.
5. Points made in play.
6. The cards.

It is important to bear in mind this order of accretion in the case of piques or repiques. Thus, a pique can only be won by the elder hand, as the card he leads counts one *in play* before the younger hand plays; hence it stops a pique. But the one reckoned by the elder hand, when he leads his first card, does not prevent his being repiqued if he has nothing good, and the younger hand can score thirty or more in hand, because scores in hand reckon before points made in play. So, also, if the elder hand scores thirty or more in hand, he does not necessarily gain a repique. Thus he may have a quint (good), a tierce, and a quatorze (good). But if his point is not good, he does not gain a repique, although he scores thirty-two in hand alone; because the younger hand's point is recordable in order before the sequences and quatorze.

To take another example: A (elder hand) has a huitième (good for twenty-six) and a tierce (good for three more). He then leads a card, and thus reaches thirty. B (younger hand) has three Tens, which are good. The three Tens save a pique, as they reckon in order before the point made in play by A.

Carte blanche, taking precedence of all other scores, saves piques

and repiques. Carte blanche counts toward piques and repiques just the same as other scores. Thus: A player showing a carte blanche, and, after discarding, having point and quint (both good), would repique his adversary.

A capot does not count toward a pique, as the forty for the capot is added after the play of the hand is over. For instance: A (elder hand) has Ace, King, Queen, Knave, Eight, of Spades; Ace, King, Knave, Ten, Eight, Seven, of Hearts; and Ace of Diamonds. His point and quart are good. These, with three Aces, reckon thirteen. He wins every trick, and his total score is twenty-six. He adds forty for the capot, making him sixty-six. He does not gain a pique, as he only made twenty-six in hand and play.

A player who reckons nothing that deal as a penalty (*see* Laws 25, 27, 28, 29, 31, 33, 35, 54, and 58) is not piqued or repiqued if he holds any cards which, but for the penalty, would have scored before his adversary reached thirty. His cards, though not good to score, are good to bar his adversary.

In the old game of Piquet, or *Piquet au Cent* as it is now called, the player who first scored one hundred points won the game; but a few years ago an alteration was made in the practice of the clubs by the introduction of what is called the *Rubicon Game*, which is as follows:

There is no definite number of points constituting a game, but the players play six deals, forming what is called a "*partie*." The scores made by each player in each deal are registered on a card, and at the end of the *partie* they are added together. The *partie* is won by the player who has made the highest aggregate score.

A *partie* consists of six deals, each player dealing three times. The *partie* is won by the player who makes the higher score in six deals. If both players score the same number, each deals once more. If there is a second tie, the *partie* is drawn.

By agreement the *partie* may consist of only four deals, the scores in the first and last deals counting double. In case of a tie, each deals once more, the scores in the extra deals counting single.

The winner of a *partie* deducts the points scored by his opponent from his own, and adds a hundred to the difference. Thus: A scores in the six deals 131; B scores 113. A wins $131 - 113 = 118$ points. Should the loser score less than a hundred in the six deals, the winner (whether he has made a hundred or not) adds the points scored by his adversary to his own, instead of deducting them, and also adds a hundred to his score. Thus: A scores 125; B scores

81. A wins $125 + 181 = 306$. This is called winning a *rubicon*. (See also Laws 61 to 74.)

When, during the last hand of a partie, a player finds (before the play of the hand begins) that he cannot save his rubicon, he is not required to count any points in play. He throws down his hand, and tells his adversary to count every trick (thirteen), and the cards (ten). He may, if he pleases, play to divide the cards; but in that case he has to add to his score the points he makes in play. Or, his adversary may play for a capot; but that does not affect the case, as, if capoted, the loser has no points in play to score.

Scoring-cards and pencils are required. The diagram shows a card ruled for six parties, or for five parties if the totals are recorded on the same card.

A	B	A	B	A	B	A	B	A	B	A	B
27	13	15	30	20	18	28	14	23	12	Totals.	
15	31	75	4	4	115	11	36	9	25	150	476
44	6	45	6	10	42	22	12	40	8	416	141
18	29	32	12	33	11	8	41	15	26	126	
35	12	6	38	3	74	19	17	27	13	692	617
25	23	51	2	5	41	15	24	16	20	617	
164	114	224	92	75	301	103	144	130	104	75	
14		192			175		3	4			
150		416			476		141	126			

The game is generally played for so much a point, but odd money is not reckoned. Thus, suppose A and B agree to play five parties; A's total gain is 75 points, as shown on the card.

EXAMPLE OF PLAYING A GAME.

The following example will show more distinctly than mere description the mode of playing the game. The reader, if previously unacquainted with Piquet, is advised, after reading the description

of the game (pages 125–135), to play over the example, and then to re-peruse the description. When playing the example, it is advisable, in the case of learners, to place the cards face upwards on the table. (*See Rules for Discarding.*)

A and B are the players, B being the dealer and A the elder hand. B deals out the following cards:—

To A.

Spades—Ace, King, Knave.
Hearts—Ace, Queen, Knave,
Eight.
Clubs—Knave, Eight, Seven.
Diamonds—Nine, Eight.

To B.

Spades—Ten, Seven.
Hearts—Ten, Nine, Seven.
Clubs—King, Queen, Ten.
Diamonds—Ace, Queen, Knave,
Ten.

After the deal the stock contains cards in the following order:—

King of Hearts (top card).
Nine of Spades.
Nine of Clubs.
King of Diamonds.
Eight of Spades.

Ace of Clubs.
Queen of Spades.
Seven of Diamonds.

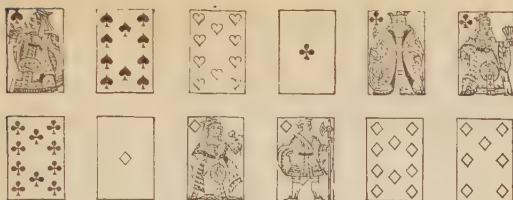
A discards King of Spades; Eight, Seven, of Clubs; Nine and Eight of Diamonds, taking in the five upper cards from the stock.

B discards Seven of Spades; and Nine, Seven, of Hearts, taking in the three remaining cards of the stock.

The two hands are then as follows:—



A (eldest hand).



B (dealer).

The game then proceeds thus:—

A (calls his point), “Five cards.”

B (says), “What do they make?”

A (replies), “Forty-nine,” or “Making nine”.

B (replies), “Good.”

A (says), “In Hearts; and quart major.” B, “Good.”

A (counting his point and sequence), “Five and four are nine.”
“Three Knaves?”

B, “Not good.”

A (leads Ace of Hearts, and says), “Ten.”

B (says), “Four Tens fourteen, and three Queens seventeen.”
(Plays the Ten of Hearts.)

A (leads all the Hearts, and says), “Eleven, twelve, thirteen, fourteen.”

B (plays Seven, Ten, Knave, and Queen of Diamonds, and, repeating his score, says), “Seventeen.”

A now has five tricks, and, in order to win the cards, he should lead anything but a Spade; for B having called Queens and Tens, must have Queen, Ten, of Spades.

A (leads King of Diamonds, and says), “Fifteen.”

B (wins with Ace of Diamonds, and says), “Eighteen.”

B (leads, Ace, King, Queen, and Ten of Clubs, and says),
“Nineteen, twenty, twenty-one, twenty-two.”

A (plays Nine, Knave of Clubs, and Eight, Nine, of Spades, and, repeating his score, says), “Fifteen.”

B (leads Queen of Spades, and says), “Twenty-three.”

A (wins with Ace, and says), “Sixteen” (and then leads Knave of Spades, and says), “Eighteen” (and then adding the score for the cards, says), “Twenty-eight.”

B (repeating his score, says), “Twenty-three.”

A writes on his scoring-card, 28, 23; B writes on his card, 23,

28; the cards are gathered up by B, and the other pack is cut for A's deal.

THE LAWS OF PIQUET.

In 1881 the Portland and Turf Clubs united in an endeavor to settle the laws of Piquet, and agreed on a code which has been since generally approved and adopted by the other clubs in Great Britain. The code in question, which applies to the modern or *Rubicon* form of the game, is herewith given. For the points wherein these laws differ from the rules of the older game (*Piquet au Cent*), see page 146.

SHUFFLING.

1. Each player has a right to shuffle both his own and his adversary's pack. The dealer has the right of shuffling last.
2. The pack must not be shuffled below the table, nor in such manner as to expose the faces of any of the cards.

CUTTING.

3. A cut must consist of at least two cards, and at least two must be left in the lower packet.
4. In cutting, the Ace is highest. The player who cuts the higher card has the choice of deal, and the dealer has the choice of cards at the commencement of each partie.
5. If, in cutting for deal, a player expose more than one card, he must cut again.
6. The cut for the deal holds good, even if the pack be incorrect.
7. If, in cutting to the dealer, or in reuniting the separated packets, a card be exposed, or if there be any confusion of the cards, there must be a fresh cut.
8. When a player in cutting has once separated the pack, he must abide by the cut.

DEALING.

9. The dealer must deal the cards by two at a time or by three at a time, giving the top cards to his adversary, the next to himself, and so on, until each player has twelve cards. The dealer having selected the mode in which he will distribute the cards, must not change it during the partie. The eight undealt cards (called the stock) are to be placed face downwards, in one packet, on the table between the players.
10. If the dealer deal the cards wrongly, he may, with the per-

mission of his adversary, rectify the error prior to either player having taken up his hand.

11. If the elder hand find that he has a card too many or a card too few, he has the option of a fresh deal after looking at his hand, but before taking up a card of the stock. If the elder hand, having twelve cards dealt him, find, in drawing the stock toward him after discarding, that it contains but seven cards, he has the option of a fresh deal, or of altering his discard.

12. If more than one card be dealt wrongly, or if there be nine cards in the stock, there must be a fresh deal (except as provided in Law 10).

13. If the dealer expose a card belonging to his adversary, or to the stock, the elder hand has the option of a fresh deal. If the dealer expose any of his own cards, the deal stands good.

14. If a faced card be found in the pack when dealing, or in the stock when taking in, there must be a fresh deal.

15. If the dealer deal with the wrong pack, and the error be discovered before either player has taken up any of his cards, there must be a fresh deal with the right pack. If the error be not discovered before either player has taken up any of his cards, the deal holds good, and the packs remain changed.

16. The players deal alternately. If a player deal out of his turn, and either player discover the error before taking up any of his cards, the deal in error is void, and the right dealer deals. But if the error be discovered too late to correct it, the elder hand in that deal must deal twice running with the same pack (except as provided in Law 76), unless that or the next deal be the last of the partie.

17. The non-dealer must collect the cards for the ensuing deal, and must place them, properly collected, face downwards on the table.

CARTE BLANCHE.

18. Carte blanche (*i. e.*, a hand dealt, consisting of at least twelve cards, without King, Queen, or Knave) scores first, and consequently saves a pique or a repique. It also counts toward a pique or a repique.

19. Carte blanche must be shown by counting the cards, one by one, face upwards on the table.

20. As soon as a player is aware that he has a carte blanche, he is bound to inform his adversary, but he need not show the carte blanche until his adversary has discarded.

● DISCARDING AND TAKING IN.

21. The elder hand is entitled to discard five cards and to take in five. He is obliged to discard one card (except as provided in Law 42).

22. The younger hand is entitled to discard three cards and to take in three (except as provided in Laws 41 and 43). He is obliged to discard one card (except as provided in Law 40).

23. In taking in, the cards must be taken in order from the top of the stock.

24. After a player has taken up a card of the stock, he cannot alter his discard.

25. If a player, after having taken up a card of the stock, take back into his hand any of his discard, he must play with more than twelve cards, and can reckon nothing that deal.

26. If a player, after having taken up a card of the stock, mix any of his hand, or any card he is entitled to take in, with his discard, he must leave it with his discard. He must play with less than twelve cards, and his adversary counts as tricks all cards that cannot be played to.

27. If the elder hand, when taking in, or when looking at cards he has left, expose or take up any of the bottom three cards of the stock (except as provided in Laws 41 and 43), he can reckon nothing that deal. And similarly, if the younger hand, when taking in, expose or take up any of the top five cards of the stock (not being cards declared to be left by the elder hand), he can reckon nothing that deal.

28. If the elder hand mix with his hand any of the bottom three cards of the stock (except as provided in Laws 41 and 43), or if, having left any cards, he mix with his hand any of the cards he ought to have left, he can reckon nothing that deal; or, the younger hand, after looking at his cards, may elect to have a fresh deal. If he elect to stand the deal, he can only take as many of his cards as have not been mixed.

29. If the younger hand mix with his hand any of the top five cards of the stock (not being cards declared to be left by the elder hand), he can reckon nothing that deal; or, the elder hand, after looking at his cards, may elect to have a fresh deal. If he elect to stand the deal, he can only take as many of his cards as have not been mixed. If, however, the elder hand have taken in some of his cards, the others remaining on the stock, and the younger hand

take up any of them, he incurs no penalty, unless he mix any of the cards taken up with his hand, when he can reckon nothing that deal.

30. If a player, having twelve cards dealt him, discard more cards than he takes in, he must play with less than twelve cards, and his adversary counts as tricks all cards that cannot be played to.

31. If a player, having twelve cards dealt him, take in more cards than he discards, but do not take from the stock one of his adversary's cards, he must play with more than twelve cards, and can reckon nothing that deal.

32. If the elder hand do not take all his cards, he must declare the number he takes or leaves before taking up a card of the stock. If he fail to do so, and the younger hand, on touching the stock (but before taking up a card of it), find that it contains more than three cards, he is entitled to alter his discard, and to take in the card or cards left.

33. If the elder hand leave any cards, he is entitled to look at them; but if he take them up, together with the cards he is about to take in, he can reckon nothing that deal.

34. The younger hand is entitled to take in all the cards that are left in the stock.

35. If the younger hand leave any cards, and take up, together with the cards he is about to take in, more cards than he has discarded, he can reckon nothing that deal.

36. If the younger hand leave any cards, he is entitled to see them; but he must declare whether he will look at them or not after the elder hand has named the suit he will first lead, or has led a card, and before playing a card himself. If the younger hand elect to look at them, the elder hand is also entitled to see them, after he has named the suit he will first lead, or has led a card. If the younger hand elect not to look at them, neither player has a right to see them.

37. If the younger hand leave any cards, and mix them with his discard without showing them to the elder hand, the elder hand, after leading a card, is entitled to see his adversary's discard and the cards mixed with it.

38. If a player announce that he has eleven or thirteen cards dealt him, the stock may be counted to ascertain how many cards it contains.

39. If the elder hand, having eleven or thirteen cards dealt him, take up a card of the stock without announcing the error, he loses his option of a fresh deal. He cannot alter his discard, and he must

leave at least three cards for the younger hand. But if the stock contain seven cards, and the elder hand have eleven, there must be a fresh deal.

40. If the elder hand elect to stand the deal when he has thirteen cards, and there are eight in the stock, he must discard one card more than he takes in, and he must discard at least two cards. The younger hand must discard one less than he takes in; but if he only take one card, he need not discard any.

41. If the elder hand elect to stand the deal when he has thirteen cards, and there are seven in the stock, he must discard one more card than he takes in. He must discard at least two cards; and, if he take all his cards, he discards six, and the younger hand can only take two cards.

42. If the elder hand elect to stand the deal when he has eleven cards, and there are eight in the stock, he must discard one less than he takes in; but if he only take one card, he need not discard any. The younger hand must discard one more than he takes in, and he must discard at least two cards.

43. If the elder hand elect to stand the deal when he has twelve cards, and there are seven in the stock, he must discard the same number of cards as he takes in; and if he take all his cards, the younger hand can only take two cards. The younger hand must discard one more than he takes in, and he must discard at least two cards.

44. When a player subjects himself to the penalty of reckoning nothing that deal, the adversary has the option of not enforcing the penalty.

45. A player may examine his own discard at any time.

CALLING AND SHOWING.

46. The elder hand must call his point first, or he loses the right to call it. It is sufficient to call the number of cards of the point. The younger hand is not entitled to reply by inquiring what the elder hand's point makes, unless he hold at least an equal number of cards; and the inquiry bars him from counting a superior number of cards for point.

47. It is not compulsory on the younger hand to call his point first; nor is it compulsory on either player to call sequence next after point.

48. It is sufficient to call the number of cards of a sequence if the call be good against the cards. If not good against the cards, the

elder hand is bound to state to what card his sequence is. And similarly, in calling a quatorze or trio, the elder hand is bound to state the value of the cards of which it consists, unless the call is good against the cards.

49. If the elder hand first call a sequence which is good against the cards, he can reckon any sequences he holds, whether of superior counting value to the one called or not. And similarly, if the elder hand first call a trio or a quatorze which is good against the cards, he can reckon any quatorzes or trios that he holds.

50. If the elder hand call a smaller point, sequence, quatorze, or trio than he holds, he may correct his miscall before it has been replied to by the younger hand.

51. If the younger hand allow a correct call to be good or equal, when he holds better in his hand, he may correct his reply before the elder hand has made another call; or, in case there is no further call, before the elder hand has led a card.

52. If either player call a larger point, sequence, quatorze, or trio than he holds, and it is allowed to be good, he may correct his miscall before the younger hand has played to the first trick. In case of a correction of such miscall by the younger hand after the elder hand has led, the elder hand is at liberty to retake the card he led, and to play differently.

53. There is no penalty for a misnomer. It is a misnomer if a player call a point or sequence when he holds one of that counting value, but names the suit wrongly; or a sequence, when he holds one of that counting value, but names its rank wrongly; or a trio or quatorze, when he holds one, but names its rank wrongly; provided, however, that he could not possibly have held what he claims, in his hand and discard taken together.

54. If a player who calls a point, sequence, quatorze, or trio that he does not hold, and such call is allowed to be good, do not correct his miscall before the younger hand has played to the first trick, he can reckon nothing that deal, except in the case of a misnomer, or of his having called anything which he could not possibly have held in his hand and discard taken together, when he is liable to no penalty. On discovery of the error, the adversary may reckon anything he has good, which is not barred by a correct call of the player in error, made in addition to his miscall.

55. A player who calls anything which is allowed to be good or equal must show the cards called at any time they are asked for, or in the case of the younger hand, at any time after the elder hand has

led a card. If a player, before he plays a card, voluntarily show anything which he claims to be good or equal, he is liable to no penalty for miscalling what he has shown.

56. When the younger hand has played to the first trick, neither player can reckon anything omitted (except as provided in Law 54).

PLAYING.

57. If a player play with less than twelve cards in hand, he is liable to no penalty. His adversary counts as tricks all cards that cannot be played to.

58. If a player play with more than twelve cards in hand, he can reckon nothing that deal; but his cards, though not good to score, are good to bar his adversary.

59. A card once led or played cannot be taken up, except as provided in Law 52, and as follows:—

I. If a player accidentally drop a card or cards, he may retake them.

II. If the leader lead two or more cards consecutively without waiting for his adversary to play, and the adversary play too many cards, he may, on discovery of the error, retake the extra card or cards. All cards subsequently played in error must be taken up and played over again.

III. If a player lead out of turn, the card led may be taken up, unless the adversary have played to the trick, when the error cannot be rectified.

IV. If a player do not follow suit when able, he must, when the error is detected, retake any cards played in error, and substitute the suit led. The players also retake all cards played after the mistake, and the play of the remainder of the cards then proceeds as though no error had been committed.

V. If a player, when asked what cards he has in hand which have been allowed to be good or equal, misinform his adversary, the adversary may retake all cards played subsequently to the misinformation, and play differently.

60. A player is entitled to examine both his own and his adversary's tricks at any time.

SCORING.

61. Carte blanche scores ten.

62. The largest point is good. The point, when good, scores one for each card.

63. The longest sequence is good; as between sequences of equal

length, the highest is good. Sequences, when good, score as follows : a huitième scores eighteen ; a septième, seventeen ; a sixième, sixteen ; a quint, fifteen ; a quart, four ; a tierce, three.

64. The highest quatorze is good. Any quatorze is good against a trio. As between trios, the highest trio is good. A quatorze, when good, scores fourteen. A trio, when good, scores three.

65. In playing the cards, each player scores one for every card he leads, or with which he wins a trick. The winner of the last trick scores two instead of one.

66. A player who wins more than six tricks scores ten for the cards. If each player win six tricks the cards are divided, and there is no score for them. A player who wins twelve tricks wins a capot, and scores forty for the cards instead of ten.

67. The scores, whether obtained by the elder or younger hand, reckon in the following order :—

- I. Carte blanche.
- II. Point.
- III. Sequences.
- IV. Quatorzes and trios.
- V. Points made in play.
- VI. The cards.

68. A repique is obtained on the score of thirty being made by a player, in his hand alone, by scores that reckon in order before anything that his adversary can count. A player obtaining a repique adds sixty to his score.

69. A pique is obtained on the score of thirty being made by the elder hand, in hand and play, before his adversary has reckoned anything that deal. A player obtaining a pique adds thirty to his score. A capot reckons after points made in play, and therefore does not count toward a pique.

70. Errors in counting the hand, if proved, may be rectified at any time before the player in error has seen his next hand.

71. A partie consists of six deals. The partie is won by the player who makes the higher score in six deals. If both players score the same number in six deals, each deals once more, when the partie is concluded, even if there should be a second tie.

NOTE.—By agreement, a partie may consist of four deals, the score in the first and last deals counting double. In case of a tie, each deals once more, the scores in the extra deals counting single.

72. The winner of the partie deducts the score of the loser from

his own; and the difference, with a hundred added, is the number of points won.

73. If the loser fail to score a hundred, the winner, whether his score reach a hundred or not, adds the score of the loser to his own; and the sum, with a hundred added, is the number of points won.

74. In case of a difference in the written scores, a player's score of his own hand shall be taken as correct.

INCORRECT PACKS.

75. If a pack be discovered to be incorrect, redundant, or imperfect, the deal in which the discovery is made is void. All preceding deals stand good.

CHANGING CARDS.

76. Before the pack is cut to the dealer a player may call for fresh cards at his own expense. He must call for two new packs, of which the dealer has the choice.

77. Torn or marked cards must be replaced, or new packs called for, at the expense of the two players.

BYSTANDERS.

78. If a bystander call attention to any error or oversight, and thereby affect the score, he may be called on to pay all stakes and bets of the player whose interest he has prejudicially affected.

LAWS OF PIQUET AU CENT.

The laws of *Piquet au Cent* differ from those of Piquet (*see* page 138) in the following particulars: *

CUTTING AND DEALING.

The player who cuts the lower card has to deal. If he expose more than one card in cutting, his adversary may treat the lowest of the exposed cards as the one cut. (*See* Laws 4 and 5.)

The deal is by two cards at a time. (*See* Law 9.)

If the elder hand find that he has a card too many or too few, he has the option of a fresh deal before touching the stock. (*See* Law 11.)

If the dealer deal with the wrong pack, and the error be discovered before the deal is completed, there must be a fresh deal with the

* By comparing these laws with those of the new game of Piquet, reference to which is given, the difference between the two codes will at once be seen. In all other particulars they remain the same.

right pack. If not discovered before the deal is completed, the deal holds good. (*See Law 15.*)

If a player deal out of his turn, and discover his error before taking up his hand, the deal in error is void, and the right dealer deals. If not discovered before taking up the hand, there is no remedy. (*See Law 16.*)

CARTE BLANCHE.

If the younger hand have a carte blanche, he need not declare it until his adversary has discarded and touched the stock. (*See Law 20.*)

DISCARDING AND TAKING IN.

The younger hand is not obliged to discard any card. (*See Law 22.*)

After a player has touched the stock he cannot alter his discard (except as provided in Laws of Piquet, 11, 32, and 38. *See Law 24.*)

If the elder hand mix with his hand one of the three bottom cards of the stock, he loses the game; and similarly, if the elder hand, having left a card or cards, mix with his hand any of the cards he ought to have left, he loses the game. (*See Law 28.*)

If the younger hand take up any of the top five cards of the stock (not being cards declared to be left by the elder hand), he loses the game. (*See Law 29.*)

If the elder hand do not take all his cards, he must declare the number he takes or leaves before touching the stock. (*See Law 32.*)

If the younger hand leave any cards and elect not to look at them, and either player should then look at them, they must be exposed, and a suit may be called from the offender when next he has to lead. (*See Law 36.*)

If the elder hand elect to stand the deal when he has thirteen cards, he must discard one more card than he takes in, but he is not obliged to take in any. He must leave at least three cards for the younger hand. (*See Laws 40 and 41.*)

If the elder hand elect to stand the deal when he has eleven cards, and there are eight in the stock, he must discard one less than he takes in, and he must discard one card. The younger hand must discard one more than he takes in, but he is not obliged to take in any. If the elder hand elect to stand the deal when he has twelve cards and there are seven in the stock, he must leave at least three cards for the younger hand. The younger hand must discard one

more than he takes in, but he is not obliged to take in any. (*See* Laws 42 and 43.)

CALLING AND SHOWING.

The elder hand must call the number his point makes. It is not sufficient to call the number of cards of the point. (*See* Law 46.)

It is not sufficient to call the number of cards of a sequence. The elder hand must state to what card his sequence is. And, similarly, if he call a quatorze or trio, he is bound to state the value of the cards of which it consists. (*See* Law 48.)

If the elder hand call a smaller point, sequence, quatorze, or trio than he holds, or a trio when he holds a quatorze, he must abide by his call, and he cannot reckon anything superior, even though his call is good against the cards. He may, however, correct a misnomer of sequence, trio, or quatorze, before he leads a card, and may reckon anything of equal or inferior counting value, provided his call in error was good against the cards. (*See* Laws 50, 53, and 54.)

The elder hand having called anything which is good or equal must show the cards called, except in the case of quatorzes and trios. If he lead a card without showing his call, he cannot reckon it, and the adversary may show and reckon his point or sequence, even though it be equal or inferior to the one called. (*See* Law 55.)

If the elder hand show a sequence and call an inferior one, he cannot reckon the superior one; but the show bars the younger hand from reckoning his sequences, if only equal or inferior to the one shown.

The younger hand having allowed a correct call to be good or equal, must abide by his answer.

If the younger hand disallow a call, and it be discovered that the call of the elder hand is good or equal, the elder hand can show and reckon his superiority, or show his equality, notwithstanding that he has led a card.

If the younger hand say equal or not good to a call, and play to the first trick without showing his superiority or equality, the elder may show and reckon what he has called, notwithstanding that he has led a card. (*See* Law 51.)

If a player call a quatorze or trio which he does not hold, and it is allowed to be good, and he play a card without correcting the mis-call, he can reckon nothing that deal. (*See* Law 54.)

When the elder hand has led a card, or the younger hand played to a trick, they cannot reckon anything omitted. (*See* Law 56.)

SCORING.

By agreement, points ending in four count one less than the number of cards.

By agreement, in playing the cards Nines, Eights, and Sevens are not counting-cards.

Errors in adding up, or in marking the score, if proved, may be rectified at any time during the game. (*See Law 70.*)

A game is one hundred up. A player scoring a hundred before his adversary has scored fifty wins a double game. (*See Laws 71 to 73.*)

A partie is won by a player who wins three games out of five, a double counting as two games.

A player has no choice of cards on commencing a fresh partie.

HINTS ON PLAYING.

RULES FOR DISCARDING.

Before deciding on your discard, ascertain whether you hold anything which is good against the cards, or is equal, and what there is against you that may be reckoned as good, or called as equal.

For example: You take up A's hand (*see* "Example of Playing a Game", pp. 136-7). There are against you a six-card point, a quint major, and four Tens. You have nothing good, and may be re-piqued. In addition, there are two five-card points against you, a quart minor, a tierce major, three Kings, and three Queens. You should make yourself aware of all this before throwing out a card; and so on for other hands. .

When discarding, elder hand, your main object, with moderately good cards, should be to plan an attack. You should freely unguard Kings and Queens, and should throw out whole suits, with a view to making a large score if you take in to the suits you keep.

On the contrary, your first care, younger hand, should be to protect your weak places. You should keep guards to Kings and Queens; and you should seldom denude yourself entirely of a suit of which you hold one or two small cards only, as these may guard high cards taken in. The elder hand will probably lead his best suit; and that is not likely to be the one in which you were originally weak. For instance: Suppose you, being younger hand, take up the cards already referred to (*see* A's hand, "Example of Playing a Game", pp. 136-7), including Nine, Eight of Diamonds. You

should not part with both the Diamonds, but should discard two small Clubs and one Diamond.

Keeping the best suit for point is essential in most cases, and especially younger hand. The point is of much greater consequence than beginners suppose. Gaining the point makes an average difference of more than ten to the score, and, what is more important, it saves piques and repiques. It is, therefore, seldom the game for either player to discard from the suit which he selects for point.

Next in importance to the point are the cards. You should discard in such a way as to give the best chance of dividing or winning the cards. Winning the cards, instead of losing them, makes a difference of about twenty-three or twenty-four points.

In consequence of the previous consideration, it not unfrequently happens, more especially elder hand, that you should not keep the longest suit for point, when that suit is composed of low cards, and keeping them necessitates the discard of high cards from other suits.

Do not break into several suits in discarding if it can be avoided. For if cards are taken in to a broken suit, it remains ragged. When you have made up your mind to discard from a given suit, it is often right to throw the whole of it. If any card of that suit is kept, it would be (*a*) because it is a winning card; or (*b*) because it is a guardian card, more especially younger hand; or (*c*) because it makes up a quatorze or trio.

Referring to the hand already given (A's hand, *see* "Example of Playing a Hand", pp. 136-7), you may discard from three suits, for the last of the above reasons, throwing out two small Clubs, two Diamonds, and King of Spades, in order to keep the three Knaves. There are four Tens against you; and you have a poor chance of the point or of the cards, even if you keep the King of Spades. But suppose you had the Nine of Hearts instead of the Knave. You should then throw the Clubs and Diamonds, and keep two unbroken suits. Going for two suits is often the resource of a player in difficulties.

It is sometimes advisable to throw a whole suit, younger hand, either because it consists of three useless cards, or because keeping it may injure your hand in other respects. In the second case, the rejected suit should be one in which you are not likely to be attacked. Thus: If the suit discarded consists of King, Knave, and a small one, the elder hand will probably avoid leading that suit should he happen to hold Ace, Queen of it. King, Queen, and a small card

is a suit which may be discarded without much probability of being attacked in it.

It is a common error with beginners at Piquet not to take all their cards, especially if taking the full number involves parting with high cards. The hands where all the cards should not be taken are few. There is not so great an objection, however, to the younger hand's leaving a card as to the elder hand's doing so; for in the latter case the card left may be taken by the adversary, but in the former case it is merely excluded from the player's hand. The principal situation for leaving a card, elder hand, is where there is a chance of a great score, and no repique against you.

Cards in sequence, or that may form a sequence with those taken in, should be kept in preference to others of equal value. Thus: If you are obliged to discard an Ace or a King from an Ace, King suit, discard the Ace, as you may take in so as to hold a sequence to a King; if you discard the King you cannot hold a major sequence in that suit. But other considerations may cause you to select the King. Looking again at A's hand, page 136, it will be seen that A throws the King in preference to the Ace. His reason is that he has two Aces and only one King; he may take in Aces to form a trio or quatorze.

Again: Queen, Knave, Ten is a better suit to keep than King, Knave, Ten, unless it is deemed advisable to hold a King rather than a Queen. It is generally right to retain a virgin tierce to a Queen, especially younger hand, unless you see a chance of a great score in other suits.

Trios should be kept if they can be retained without injuring the hand in other respects. Thus: If about to discard a King or a Queen of a suit, and you have two other Kings, discard the Queen; but if you have two other Queens, discard the King.

It is seldom advisable to put out a high card for the sake of keeping a low trio, especially when there is a higher one or a quatorze against you. Many a hand is ruined by going for quatorzes of Knaves or Tens.

The discard is further affected by the state of the score, especially in the last two hands of the partie. If you are a good way ahead, and particularly in the last hand but one, if you have a chance of winning a rubicon, you should make a safe discard, with the view of dividing or winning the cards, in order to keep your adversary back. On the other hand, if the score is much against you, and you are under a rubicon, you are justified in making a bold discard. In

the last hand, the discard must frequently be regulated by the state of the score.

CALCULATIONS.

The piquet student should be acquainted with the following odds :

The odds that the elder hand (if he takes all his cards) will take in—

One named card are	.	.	.	3 to 1 against him.
Two " cards are	.	.	.	18 to 1 "
Three " "	.	.	.	113 to 1 "
Four " "	.	.	.	968 to 1 "
Five " "	.	.	.	15503 to 1 "
One card (at least) of two named cards are	5	to	4	"
One " " " three	"	"	"	3 to 2 for him.
Two cards " " "	"	"	"	6 to 1 against him.
One card " " four	"	"	"	5 to 2 for him.
Two cards " " "	"	"	"	3 to 1 against him.
Three cards " " "	"	"	"	33 to 1 "

The odds that the younger hand (if he takes all his cards) will take in—

One named card are	.	.	.	17 to 3 against him.
Two " cards are	.	.	.	62 to 1 "
Three " "	.	.	.	1139 to 1 "
One card (at least) of two named cards are	5	to	2	"
One " " " three	"	"	"	3 to 2 "
Two cards " " "	"	"	"	21 to 1 "
One card " " four	"	"	"	29 to 28 for him.

These calculations properly applied will direct the player in discarding.

Thus: It is 3 to 1 that the elder hand does not take in a named card. It is therefore more advantageous to carry the best suit for point, and high cards for the chance of the cards, than to throw out any of these in hopes of taking in a card to complete a quatorze of Queens, Knaves, or Tens.

The odds against taking in two or more named cards, or two of three named cards, elder hand, are so considerable, that, except in desperate cases, good cards should not be discarded on such a speculation. But the odds are very slight against taking one at least of two named cards, or two at least of four named cards; and they are in favor of taking one at least of three or four named cards.

To apply these: If the elder hand has a quart major and two other Aces dealt him, the odds that he will take in either the Ten to his quart, or the other Ace, are only 5 to 4 against him.

Again: If the elder hand carries three Aces and three Kings, the

odds against his taking either the other Ace or the other King are only 5 to 4 against him.

If the elder hand has a quatorze dealt him, and there is only one superior quatorze against him, he should, as a rule, keep the quatorze, as the odds that he will take in one card at least of four named cards are 5 to 2 in his favor. But this rule may require reconsideration, with a low quatorze, if, to keep it, cards must be put out that in other ways spoil the hand, as, by compelling the player to discard from point or sequence, or to put out high cards that risk the loss of the cards, or of a capot.

With a quart to a King and two other Kings, it is 3 to 2 in favor of the elder hand taking in the Ace or Nine to the quart, or the fourth King, and therefore it is very advantageous to keep the quart and the three Kings.

If the elder hand has a quart to a King, and a quart major dealt him, and he is considerably behind in the score, and he must discard from one of the quarts, he should keep the quart to the King; for it is 3 to 1 against his taking in the Ten to the quart major, but only 5 to 4 against his taking in either the Ace or Nine to the quart to the King.

The chance of taking a certain number of cards included in a larger number of named cards must not be confused with the chance of taking a certain number of named cards. For instance, if the elder hand has two Kings and two Queens dealt him, the odds are 3 to 1 against his taking in two of the other Kings and Queens. But the odds against his taking two Kings or two Queens under these circumstances (*i. e.*, two named cards) are 17 to 2 against him.

The odds against the younger hand's taking in even one named card are so considerable (17 to 3 against him) that he ought not to discard on such a chance except in desperate cases, especially if by so doing he risks the winning or saving of the cards. The same rule applies *a fortiori* to more than one card.

It is only 5 to 2 against the younger hand's taking in one, at least, of two named cards. Hence, in some cases, he would discard on this chance.

Again: It is only 3 to 2 against the younger hand's taking in one, at least, of three named cards. Therefore, if he must take in one of three cards to save a pique or a repique, it would be right for him to discard for this chance, even if, in order to do so, he must put out a valuable card, as a King, or one of his point.

It is 29 to 28 in favor of the younger hand's taking in one of four

named cards. So, having no Ace dealt him, he may calculate on taking in at least one; or, with two quarts (except major or minor quarts), he may expect to take a card to make a quint; or, with a quart major against him, he may calculate on drawing, at least, one of the quart major.

If the elder hand has two quatorzes against him (say of Aces and Kings), it is only 33 to 31 against his drawing both an Ace and a King (*i. e.*, of drawing at least one of four Aces, and at least one of four Kings). Younger hand, it is 4 to 1 against taking in one of each quatorze.

The younger hand has two trios, say three Knaves and three Tens. Either of these, if improved into a quatorze, will save the rubicon.

To keep both the trios, in good play, he must leave a card. Ought he to keep the two trios, and leave a card, or to take three cards and discard from one of the trios?

If he takes all three cards, the probability that he draws the one card to complete the quatorze is $\frac{8}{20} = \frac{57}{880}$.

If he only takes two cards, the probability that he draws one at least of the two cards to complete a quatorze is $\frac{74}{880}$.

The odds are therefore 74 to 57, or about 4 to 3, in favor of leaving a card.

CALLING.

Calling is not such a simple matter as at first sight appears.

Your object is to reckon all you can (except as will be pointed out), and at the same time not to expose your hand more than necessary, as by informing your adversary of the contents of your hand you materially assist him in playing the cards.

After taking in, and before calling, look through your hand, and, if your memory is at fault, through your discard also, to ascertain what you have good, or equal, or what remains good against you.

CALLING THE POINT.

You should not thoughtlessly call your best suit for point, when you have two points. You should consider which of the two it is to your advantage to declare.

For example: You (elder hand) have King, Queen, Knave, Eight of Hearts; and Ace, Queen, Ten, Eight of Clubs. You call four cards, allowed to be good. You propose to attack in Hearts; you should therefore declare that suit for point.

To carry the illustration a step further: Your other cards are Ace of Spades, and three Diamonds.

You have put out Knave, Nine, Eight of Spades, and two Diamonds.

You know, or ought to know, that thirty-eight, in Hearts, is good against the cards. You call four cards, and are told that four cards are equal. Your point in Clubs makes thirty-nine. But having ascertained that thirty-eight is good, you declare the point in Hearts. Your adversary may then suppose that you are out in Clubs, and may therefore play the cards to a disadvantage.

It may be asked, If you know your point is good, why not declare it at once?

The answer is that the younger hand has King, Ten, Nine of Diamonds, and, for anything he can tell, your point may be in Diamonds, when it needs not be good. In consequence of your call, your adversary is obliged to discover some part of his hand to you, by admitting four cards to be equal. If he allows four cards to be good, you find out at once that he has discarded a Spade, a Heart, and a Club.

Again: You (elder hand) hold Ace, King, Queen of Spades; Ace, Queen of Hearts; Ace, Queen, Ten of Clubs; and Ace, Queen, Eight, Seven of Diamonds. You have discarded Seven of Spades; Ten, Nine, Eight of Hearts; and Seven of Clubs.

You should call three cards for point. If the younger hand has a four-card point, it must be good; if he has not, your thirty-one is good. By calling in this way you induce your opponent to believe you hold three cards of each suit; you may, in consequence, gain several points in play.

REPLYING TO THE CALL OF POINT.

When you are younger hand, and the elder calls a number of cards for point, equal to yours, you should not declare the equality if his point must be good.

Thus: The elder hand calls, "Five cards." You have already noted that the only five-card suit he can hold is Ace, Queen, Knave, Ten, Eight of Hearts, making forty-nine. Your five-card suit (Ace, Queen, Knave, Ten, Seven) only makes forty-eight. You should not reply "Equal" to the call of five cards, but should *at once* allow five cards to be good.

When you reply "Not good" to a point, you should at the same time observe in which suit the call is.

For example: Elder hand calls five cards. You have already seen that the only five-card point he can hold is in Hearts. You there-

fore know five cards in his hand; this knowledge may be of great use to you in playing the cards.

Or: Elder hand calls five cards which are equal. He may then decline to say what they make, if he knows your five cards must be better than his. Nevertheless, if he can only hold one five-card point, you know what the cards are. Or he may declare that his cards make, say, forty-four. Forty-four is not good; all the same, you know that his point consists of five cards, without an Ace, and ending in a tierce minor. You will thus probably be able to tell five cards in your opponent's hand.

The following table, if learned by heart, will facilitate a knowledge of the cards of a point which is not good:—

A point of 34 must contain	7, 8, 9, and a tenth card.
“ 35 “	{ 7, 8, and two tenth cards. 7, 8, 9, and an Ace.
“ 36 “	{ 7, 9, and two tenth cards. 7, 8, a tenth card, and an Ace.
“ 37 “	{ 7, and three tenth cards. 8, 9, and two tenth cards. 7, 9, a tenth card, and an Ace.
“ 38 “	{ 8, and three tenth cards. 8, 9, a tenth card, and an Ace. 7, two tenth cards, and an Ace.
“ 39 “	{ 9, and three tenth cards. 8, two tenth cards, and an Ace.
“ 40 “	{ four tenth cards. 9, two tenth cards, and an Ace.
“ 41 “	three tenth cards and an Ace.

For points from forty-four to fifty-one it is only necessary to add a Tenth card to these. For example: A point of forty-eight must contain Eight, and four Tenth cards; Eight, Nine, two Tenth cards, and an Ace; or Seven, three Tenth cards, and an Ace. Fifty can only be made in one way, viz., with Nine, three Tenth cards, and an Ace. Six-card points follow a similar rule; but for large points, a simpler way of finding the cards that compose them is to see whether you have in hand, or to remember whether you have in discard, the remaining cards of the suit.

CALLING SEQUENCES.

When, elder hand, you have called a point which is equal, or not good, and you can consequently tell that your sequence in some other suit is not good, you should not call any sequence.

For instance: Your point is forty-one, viz., Ace, King, Queen, Ten of Spades. It is not good. The only better point against you is quart major and one small Diamond. Your best sequence is a quart to a Queen in Hearts. You should not call the quart, as it cannot be good or equal, and by calling it you only expose your hand. By not calling it you leave it doubtful whether you have put out any Hearts; and this may be of use to you in playing the cards.

SINKING.

If there is anything good against you, or equal, which is not called, you will probably be able to discover some of the cards your adversary has put out. This may assist you in playing the cards.

But you must not conclude, as a matter of course, that your adversary has discarded what he does not call. Owing to the advantage in playing the cards derived from knowing the adverse hand, it not unfrequently happens that your adversary will conceal some of his cards, and not call them, although they may be good. He puts up with the loss of several points in calling his hand, on the chance of afterward dividing or winning the cards.

You should be on your guard against this maneuver (called *sinking*). It is especially resorted to when a player has a suit unguarded, and calling all he holds would expose the fact.

Your adversary, for instance, is a player who rarely discards from his point. He calls five cards (good against the cards), and declares five Spades, when he might have six. You should immediately suspect that he may be sinking a card of his point, and should not hesitate to attack him in another suit from which he is likely to have discarded, and in which you have a tenace. The game being for him to keep his other suits unbroken, you will probably find him unguarded in the suit he has discarded.

Or: Your adversary may hold a tierce in a suit other than his point. The tierce is good, or equal, and he does not call it. He may have put it out; or he may be unguarded somewhere, and calling the tierce would render this evident; or he may wish you to attack him in the suit in which he holds the tierce, and may be trying to make you think he has put out that suit.

Again: He may have a quart to a Knave, and may only call a tierce to a Knave, which is good, or equal. Or he may have a trio which he does not call; or a quatorze, and may only call a trio.

It will be for you to judge of the probabilities in these and similar cases, and to regulate your play accordingly.

DRAW POKER.

Draw Poker is played with a pack of fifty-two cards, and by any number of persons from two to six.

DEALING.

Before the dealer begins to deal the cards, the player next to his left, who is called the *Age*, must deposit in the pool an *ante* or stake not exceeding one half the limit previously agreed upon; this is called a blind.

The deal is performed by giving five cards to each player, one at a time, beginning with the player to the left of the dealer.

GOING IN ON THE ORIGINAL HAND.

After the cards have been dealt the players look at their hands, and each player, in rotation, beginning with the player to the left of the *Age*, determines whether he will *go in* or not. Any player who decides to go in, that is, to play for the pool, must put into the pool double the amount of the ante, except the player holding the *Age*, who contributes the same amount as his original ante. This makes the blind good, and all the players interested in that hand will have contributed alike.

Those who decline to play throw their cards, face downwards, upon the table in front of the next dealer.

Any player, when it is his turn, and after making the ante good, may *raise*, *i. e.*, increase the ante any amount within the limit of the game; the next player, after making good the ante and raise, may then also raise it any amount within the agreed limit; and so on. Each player, as he makes good and equals the other players who are in before him, may thus increase the ante if he chooses, compelling the others to equal that increase or abandon their share of the pool.

Each player who raises the ante must do so in rotation, going round to the left, and any player who remains in to play must put in the pool as much as will make his stake equal to such increase, or abandon all he has already contributed to the pool.

THE STRADDLE.

Another feature that may be introduced when betting upon the *original hand* is the *straddle*. The straddle is nothing more than a double blind. For example:

A, B, C, D, and E play. A deals. B, the player holding the Age, antes one chip. C can straddle B's ante by putting in the pool two chips, provided he does so before the cards are cut for the deal. D may double the straddle, *i. e.*, straddle C, and so on up to the Age, provided the bets do not exceed the agreed limit. In the above instance, supposing C only to straddle, it would cost D, E, and A each four chips to *go in*, and it would cost B three and C two chips. Each straddle costs double the preceding one.

The straddle does not give a player the Age, it only gives him the brief advantage of betting last, and raising—*before* the draw. *After* the draw, the Age resumes his privilege of the last bet, provided he remains in. The best players very seldom straddle.

DRAWING CARDS.

When all are in who intend to play, each player has the right to draw any number of cards he chooses, from one to five, or he can retain his cards as originally dealt to him. If a player draws cards, he must discard a like number from his hand previous to drawing, and the rejected cards must be placed face downwards upon the table near the next dealer.

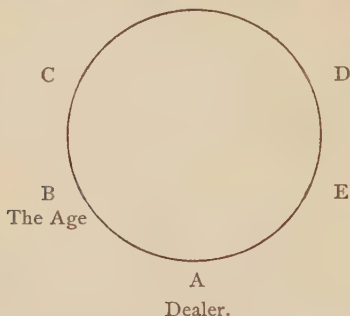
The dealer asks each player in rotation, beginning with the holder of the Age, how many cards he wants, and when the player has discarded he gives the number requested from the top of the pack. When the other hands have been helped, the dealer, if he has gone in and wants cards, then helps himself last.

BETTING, RAISING, AND CALLING.

When all the hands are filled, the player to the left of the Age has the first say, and he must either bet or retire from the game, forfeiting what he has already staked. The same with all the other players, in rotation up to the Age. When a player makes a bet, the next player must either *see him*, *i. e.*, put in the pool an equal amount, or *go better*, *i. e.*, make the previous bet good, and raise it any amount not exceeding the agreed limit; or he must pass out. This continues either until some one player drives all the others out of the game and takes the pool without showing his hand, or until all the other players who remain in see the last raise (no one going better) and *call* the player who made the last raise. In this event, *i. e.*, when a *call* is made, the players remaining in all show their hands, and the strongest hand takes the pool.

AN ILLUSTRATIVE POKER HAND.

The following is an example illustrating the mode of betting before and after the draw: The limit is thirty chips, and A, B, C, D, and E are the players. A deals. B, holding the Age, antes one



chip; C goes in and puts up two chips; D makes good and raises ten chips, putting in twelve chips; E passes out of the game; A makes good, and sees D's raise, putting in twelve chips; B makes good, sees D's raise, and goes five chips better, this costs him sixteen chips; C passes out and abandons the two chips he has already put in; D sees B's raise, and bets the limit better, contributing thirty-five chips; A sees D, and deposits thirty-five chips; B also sees D, and puts thirty chips in the pool. A, B, and D now each have forty-seven chips in the pool, which, together with the two chips abandoned by C, make a total of one hundred and forty-three chips.

After the hands are filled, B holding the Age, and C having passed out, it becomes D's *say*, *i. e.*, D's turn to declare what he will do. D determines to stake five chips; A sees D's bet, and goes thirty chips better, and puts up thirty-five chips; B sees A, and deposits thirty-five chips; D makes good, putting up thirty chips, and *calls* A.

Each of the players now has eighty-two chips in the pool, which, including the two chips which C forfeited, make a total of two hundred and forty-eight chips. They show their hands, and A, having the best hand, captures the pool.

Suppose that instead of B and D calling A they had passed out. Then A would have taken the pool without showing his hand.

If all the players pass, up to the Age, the latter takes the pool.

VALUE OF THE HANDS.

The value of the hands is as follows, commencing with the lowest

1. ONE PAIR.—(Accompanied by three cards of different denominations.) If two players each hold a pair, the highest pair wins; if the two are similar, the highest remaining card wins.

2. TWO PAIR.—(Accompanied by a card of another denomination.) If two players each hold two pairs, the highest pair wins. If the two pairs are similar, the player whose remaining card is the highest wins.

3. TRIPLETS (that is, three cards of the same denomination, not accompanied by a pair). The highest triplets win. Triplets beat two pairs.

4. A STRAIGHT (that is, a sequence of five cards not all of the same suit). An Ace may either begin or end a straight. For example: Ace (highest), King, Queen, Knave, Ten is a straight, and the highest straight. Five, Four, Three, Two, Ace (lowest) is a straight, and the lowest straight. An Ace cannot occupy an intermediate position, thus: King, Queen, Ace, Two, Three is not a straight. If more than one player holds a straight, the straight headed by the highest card wins. A straight will beat triplets.

Straights are not always played; it should therefore be determined whether they are to be admitted at the commencement of the game. If, however, it has been agreed before commencing to play that straights are to be counted in the game, a straight flush outranks four cards of the same denomination, four Aces, for instance.

5. A FLUSH (that is, five cards of the same suit, not in sequence). If more than one player holds a flush, the flush containing the highest card wins; if the highest cards tie, the next highest cards in those two hands win, and so on. A flush will beat a straight, and consequently, triplets.

6. A FULL (that is, three cards of the same denomination and a pair). If more than one player holds a full, the highest triplets win. A full will beat a flush.

7. FOURS (that is, four cards of the same denomination, accompanied by any other card). If more than one player holds fours, the highest fours win. When straights are not played, fours beat a straight flush.

8. A STRAIGHT FLUSH (that is, a sequence of five cards, all of the same suit). If more than one player holds a straight flush, the winning hand is determined in the same manner as the straight,

which see. When straights are not played, the straight flush does not rank higher than a common flush; but when straights are played, it is the highest hand that can be held, and beats four of a kind.

When none of the foregoing hands are shown, the highest card wins; if these tie, the next highest in those two hands, and so on.

If, upon a *call* for a show of hands, it occurs that two or more parties interested in the call hold hands ~~identical~~ identical in value, and those hands are the best out, the parties thus tied must divide the pool, share and share alike.

TECHNICAL TERMS USED IN POKER.

AGE.—The player to the immediate left of the dealer. The Age never passes.

ANTE.—The stake deposited in the pool by the Age at the beginning of the game.

BLAZE.—A "blaze" consists of five court cards, including Aces. Where it is played, it beats two pairs. This combination is not generally approved, and is destitute of any claims to respect.

BLIND.—The ante deposited by the Age previous to the deal. To make the blind good costs double the amount of the ante. (*See note to Law 17.*)

CALL.—When the bet goes round to the last player who remains in, if he does not wish to see and go better he simply sees and calls, and then all those playing show their hands, and the highest hand wins the pool.

CHIPS.—Ivory or bone tokens, representing a fixed value in money.

CHIPPING, or TO CHIP.—Is synonymous with betting. Thus a player, instead of saying, "I bet," may say, "I chip" so much.

DISCARD.—To take from your hand the number of cards you intend to draw and place them on the table, near the next dealer, face downwards.

DRAW.—After discarding one or more cards, to receive a corresponding number from the dealer.

ELDEST HAND, or AGE.—The player immediately at the left of the dealer.

FILLING.—To fill is to strengthen the cards remaining in your hand by those which you draw.

FOUL HAND.—A hand composed of more or less than five cards.

GOING BETTER.—When *any* player makes a bet, it is the privilege of the *next player to the left to raise him*, that is, after making

good the amount already bet by his adversary, to make a still higher bet. In such a case it is usual to say, "I see you, and go (so much) better," naming the extra sum bet.

GOING IN.—Making good the ante of the Age and the straddles (if any) for the privilege of drawing cards and playing for the pool.

JACK-POT.—Is a modification, introduced in the game, which is fully explained elsewhere.

LIMIT.—An agreement made at the beginning of the game, limiting the amount of any single bet or raise.

MAKING GOOD.—Depositing in the pool an amount equal to any bet previously made. This is done previous to raising or calling a player, and is sometimes called *seeing* a bet.

ORIGINAL HAND.—The first five cards dealt to any player.

PASS.—"*I pass*" is a term used to signify that a player throws up his hand and retires from the game.

PAT HAND.—An original hand not likely to be improved by drawing, such as a full, straight, flush, or pairs.

RAISING A BET.—The same as *going better*.

SAY.—When it is the turn of any player to declare what he will do, whether he will *bet*, or *pass* his hand, it is said to be his *say*.

SEEING A BET.—The same as *making good*, or calling.

SKIPS.—"Skips", consisting of alternate cards in sequence, for instance, Three, Five, Seven, Nine, Jack are sometimes played to beat two pairs, where "blazes" are unknown, but are equally destitute of merit. No time need be wasted over such frivolous attempts to make the game more interesting.

STRADDLE.—The straddle is fully explained on page 158.

AVERAGE "GO-IN" HANDS.*

The average of a proper "go-in" hand will now be considered. Many persons estimate it at a pair of Eights, which is obviously incorrect, because this would imply that all other players were going in upon pairs only, which is not the case, because they are liable to go in upon four of a kind, fulls, flushes, straights, triplets, and two pairs. Hence the average, upon even the roughest calculation, must be above Eights.

There are six denominations above Eights, and six below. Tens have four above them and eight below. Hence they are nearly

* From "Blackbridge's Complete Poker Player." Dick & Fitzgerald, New York.

forty per cent. above the average of pairs, a pair of Eights being represented by fifty in the hundred, and a pair of Tens by sixty-nine and three thirteenths. The reader will notice the very rapid growth of percentages as we take leave of the value of the average pair. It certainly appears to be a startling discovery that a pair of Tens in the "go in" are worth forty per cent. more than a pair of Eights, yet it is as positively true as that two and two make four. The real value of this percentage may be estimated from the proportion which Tens bear to Aces. If A stands on Aces, and B on Eights, A will beat B with perfect regularity five times in six, if both draw three cards; hence, although A's percentage is only a hundred per cent. over B's, and this is weakened by the draw, still the result is a victory for A five times in six. Now if one hundred per cent. advantage on the "go in" beats five times in six after the draw, forty per cent. advantage on the "go in" will beat twice in three times after the draw.

If it were not for the draw, the weaker hands would have no chance at all; and the draw, although it strengthens the weak hands and weakens the strong ones, both in inverse ratio, cannot in the long run overcome the initial momentum and value of the percentages which we have calculated.

There is no chance in a pair of Aces which you hold; they have a definite value; the chances lie in the draw, and in the hands of your opponents. Reduce, therefore, the chances in the draw, and in the hands of your opponents, by rapid calculation to the comparative definiteness which the laws of averages afford. Suppose you have a pair of Aces, and three others are drawing cards; as you stand on the deal, it is 20 to 1 that no other given player has two pairs, $6\frac{2}{3}$ to 1 that they are not out at all; it is $22\frac{1}{2}$ to 1 that no other given player has Aces, and nearly 8 to 1 that they are not out against you at all. Leaving out the rare pat hands, then, you start against the field with a ratio of nearly 7 to 1 against the most *probable* hand that is capable of beating you. But you will find that to combine the *definite* with the *indefinite* reduces the *definite* in inverse ratio to its value; so that we here evolve this law, namely: *The draw weakens a strong hand and strengthens a weak one, in inverse ratio to the weakness and the strength.* In other words, the stronger your original hand the less the draw benefits it.

By not observing this law, many Poker players are continually misled. The principle is not that Aces are not definitely good to go in on, but that they must not be confided in to an extent that is not

warranted by the laws of averages that regulate the indefinite chances of the three cards to be drawn. The definite value of this pair, as well as that of any other pair, needs to be carefully estimated in connection with the law here laid down, and with the probabilities of the draw which will be given in the following pages. The chance of a pair on the "go in" is three sevenths on a closely approximate fraction. The sum total of all the values on the "go in" is sufficiently near one half to reckon at one half. Now one half is three and a half sevenths; hence the chance of a pair is to all the chances of the valuable hands known as "fours of a kind", "fulls", "flushes", "straights", "triplets", "two pairs", and "pairs", as three to three and a half; so that the hand containing a pair of Eights is about sixteen per cent. below the average of values. This fixes the average pair at Nines, and as the player will not enter upon a mere average, unless at times when he is in luck, the law we evolve is, that in *the game of Draw Poker Tens are the lowest hand to go in with, unless your skill is superior to the combined skill of the table, or unless your luck at any given moment enables you at that particular moment to dispense temporarily with prudence.*

The reader will see the importance of a correct estimate of the value of the "go-in" hand, in the light of the fact that all the average possible strength of all possible hands, added to the value of the average pair, which is a pair of Eights, simply raises the average to a pair of Nines. This would appear to be a paradox if it had not been proved by the severest reasoning.

PROBABILITIES OF HANDS IN THE DEAL.

The probabilities of any one of the various Poker hands being originally dealt to a player have been calculated by Dr. Pole, F.R.S., assisted by "Cavendish", the latter having worked out some of the problems by a different process, the agreement of the results thus establishing the correctness of the data arrived at.

	Probability.	Odds against.
1. Straight flush.....	.00000155	64,999 to 1
2. Fours.....	.000242	4,164 to 1
3. Full hand.....	.00145	693 to 1
4. Flush.....	.00195	507 to 1
5. Straight.....	.00395	254 to 1
6. Threes.....	.0218	45 to 1
7. Two pairs.....	.0476	20 to 1
8. One pair.....	.437	13 to 10

PROBABILITIES OF THE DRAW.

Much depends upon the off-hand decision displayed by a player when drawing to fill his hand. A skillful player will discard without hesitation, and particularly avoid betraying the character of his hand by the expression of his features.

The following article, which we quote from "Blackbridge's Complete Poker Player", will furnish useful calculations on the probabilities of filling the different hands:

The mathematical "expectation" or real value of each draw to given cards may be readily ascertained, but not the *comparative* value. Thus, three Fours have an actual value readily estimated, but their comparative value, as to the unknown values of other hands out against them, can never be brought under the prevision of scientific demonstration. This uncertainty is one of the fascinations of Draw Poker.

In the long run, however, it may be considered absolutely true that the player who goes in best will come out best oftener than his simple ratio to the number of the other players, and will win, if he goes in on court cards only while others go in on small pairs.

The expectation or real value of a three-card draw to any pair is for a triplet, 1 to 8, for a pair of other denominations, the same; for the materials of a full hand, 1 to $61\frac{1}{4}$; for the remaining pair to make four of a kind, 1 to 364.

If you have a pair of Jacks to go in on, and three players play against you, which is the average with six players, the average chances are that you are playing against one better hand and two poorer ones, that is, among ordinary players. If you are at a table of experts, you are playing against one poorer, and one equal, and one better, the chances being that the Age holds an inferior hand.

If you go in on Queens, your hand is improved so that you are playing against two poorer hands, and when you reach Aces you have the best hand. Your expectation of improving the pair of whatever denomination is, in closely approximate fractions, one eighth plus one eighth plus one sixty-first, say six twenty-sixths. It is therefore a better chance than 1 in 5 that you improve your hand; if you do not improve it, and three others are drawing to pairs, you are playing against nine elevenths of an average certainty against you. Even this leaves you an expectation or value of two elevenths over all opposition, which is a formidable percentage for other players to play steadily against.

A draw to triplets of any denomination is a strong one, and usually wins. Your mathematical expectation of an improvement is slight, being 1 to 23 of the fourth card of the same denomination, and 2 to 23 of another pair of denominations different from your triplets. Total expectation of improvement, 1 to 8. If you mask your hand and draw one card, it is 1 to 47 that you get four of a kind, and 1 to 16 that you pick up a mate to the odd card which you hold; total expectation of improvement, say 1 to 12.

Draws to straights and flushes are usually dearly purchased; always so at a small table. Their value increases directly as the number of players.

To an interior, or to a one-end straight, the draw is worth 1 in $11\frac{3}{4}$. To have a fair chance, therefore, there would be required twelve players in the game, which is absurd; but it is a fair risk whenever the pool on the table is worth twelve times the call, and there is nobody to raise you out. This may be the case in a Jackpot.

To a two-ended straight the draw is worth 1 in $5\frac{7}{8}$, and therefore if three players only are in, you are playing against odds of nearly 2 to 1, besides possibly a chance of being raised out. The theory of drawing to straights in a small party because when you fill you have a strong hand is delusive, because it is usually a much better hand than is required. Hence, you pay a double price for your superfluity. If you play in a large party, say seven or eight, and find an occasion to draw for a straight against six players, do so by all means, even if you split Aces. You then have an equitable right to one sixth of the chances, which gives you a slight surplus of real advantage, your risks not being quite one in six. Furthermore, against six players you *need* a strong hand; Aces up would not probably win.

The mathematical expectation of a flush when you draw to four cards of a suit is 1 in $5\frac{2}{9}$; *i. e.*, in every forty-seven hands thus drawn you are entitled to nine flushes. This is theoretically absolutely true, but I have experimented with six hands through a succession of five hundred deals, and filled only eighty-three flushes in the five hundred, equal to 1 in $6\frac{1}{20}$ draws.

A flush should always be dropped in a three- or four-handed game, except with Ace up when four are playing, in which latter case, if all four come in, you add one chance in sixteen of another Ace to your one chance in six of filling, making your total chances equal to 1 in $4\frac{1}{3}$ of an *average* up to a *strong* hand.

There is no use in sometimes playing flushes and sometimes dropping them. Always do one or the other under given circumstances. Always play them as Age; always with a large company, and never with a small company *except* Age.

Drawing for a full hand has been analyzed in what has been said in regard to drawing pairs and triplets. No one ever draws with a definite expectation of making a full hand. In drawing to two pairs, the chances are 47 to 4 that you do not fill. It is needless to say that a full is *prima facie* always the best hand out. In any game this presumption is liable to be modified, but you have a perfect right to start in by taking this for granted.

The same remark applies with increased force to four of a kind, the principle in regard to both hands being the same.

Very slight mention has been made of drawing to two pairs, the nature of such a draw being quite definitely fixed. If they are both small pairs, many players discard the smaller pair, thus changing the character of the hand. If you do not do this, you must either draw one or stand pat; and no rules can be laid down for either case that would be of general application.

With a very small pair and an Ace, hold Ace and draw two cards.

POSITION AT THE TABLE.*

AS DEALER.—Suppose yourself to be in a party of five to seven players playing Draw Poker; *firstly*, as dealer, insist on the *Age* player (your left hand) cutting the cards, and never deal until you have placed the cards thus cut upon the blank card, which every pack of cards contains or should contain. This card will then always be on the bottom of the pack.

Do not look at your cards until all the other players to the left of the *Age* have examined their hands and declared. In this way your mind is left free to act upon the observations which your eyes make upon the faces and demeanor of the other players.

If no raises are made until the declaration of your *right-hand* neighbor, you may conclude that the earlier hands *may* be good, and are still doubtful, and that your right-hand neighbor is *probably* bluffing. If you have a good hand, say a pair of Aces, or two pairs, *raise his raise*. It is then 10 to 1 the Blind passes, and odds that all others pass till your right-hand neighbor. He will either pass, or see, or raise. If he sees, the game depends on the draw, he has probably not a stronger hand than yours; if he raises you can do as

* From "Blackbridge's Complete Poker Player".

you like about staying or passing; the chances in the latter case are against you, unless you know him to be a reckless player.

If any of the earlier players raise, it is a probable sign of an egregious bluff, or that the player has a hand on which he must make all possible profit before the draw, for instance a pat hand. As you have nothing invested, there is no use in playing against such a raise unless you have a strong hand, much better than the average. Bear in mind here as elsewhere that no capital is ever lost by staying out. Money is lost by playing, but never by *not* playing.

If two or three players come in, simply seeing the Blind, the dealer may come in with an average hand. He has the best opportunities of any player except the Age, hence he can with an average hand come in to better advantage than the players to the left of the Age. Sound play would therefore be to come in on a pair of Nines or better. If you have three of a kind, or two pairs, raise. You will drive somebody out, thus lessening the chances of having hands filled against you; if you drive *all* out you win a respectable stake without the trouble of playing for it. If the Blind fills and stands the raise, make no account of it, it means nothing. If the next player stands the raise, it means average hands, it is large odds they are mostly weaker than yours. If one of them raises back, you must consider the character of the player, in most cases it will be safe to stand *his* raise because the pool is large, and on percentage alone you have a legitimate place in it; furthermore, you have a good hand, and if you make a full or have large "threes" you are almost certain to win; and finally this raise back may be a feeler to ascertain if you are bluffing, because a bluff is usually suspected in the dealer, he being in an excellent position to make it.

Secondly, AS BLIND.—Let your hand alone until all the other players have declared, for reasons applicable to the case of the dealer.

As the declarations go round from left to right, if the left-hand players pass, or else simply see the Blind, the right-hand players will begin to crowd you, and it is quite likely that the dealer's right hand will come in with a raise; if he does not the dealer probably will, because he naturally concludes that there are no large hands out and that you have nothing. For some reason players never give the Blind hand credit for a good or even an average hand. This is one of the advantages of the Age. People proceed upon the supposition that you have nothing, and usually attempt to force you. Hence, if all the players pass till it comes to the dealer, it is odds he comes in with a weak hand, and if with a very weak hand he will make it

double to play. But whatever his stake is he thinks you have nothing, and if you raise him he will probably consider it a bluff. This gives you a great advantage.

No matter how many or how few come in, if you have a pair of Aces, or better, raise the stake, provided no one else has raised it. Three to one nearly all the players will come in, supposing your raise to be a bluff. You thus create a large pool, and have a chance of winning it, with the advantage that all must play for it before it comes your turn. This circumstance alone makes the Age worth all it costs.

Your draw must next be carefully studied. If you have not raised, a draw of *two* will be believed to be to a bob-tail flush; *one* to be to a four flush or a one- or two-end straight; but if you have raised, *two* will be attributed to the possession of three of a kind, and *one* to two pairs. Hence, if you have raised, and actually hold three of a kind, draw only *one* card. This will be attributed to two pairs, and will keep you rated low, which is just what you desire.

It is now your turn to study the draw around the table. It will be then your privilege to study the betting. With average hands one principle will here obtain: the nearer the betting comes to you from the right, there is that much stronger evidence that somebody is trying to force you, unless you have yourself raised the stakes. Like a soldier behind an earthwork, the nearer your enemy comes the better chances you have, while his do not improve; on the contrary, the nearer he comes the more he is obliged to force the fighting. But if you have raised the stakes, it is odds that the players only chip round waiting for your bet. On a moderately strong hand, say *Threes* above *Eights* up to *Queens*, you can call or not, as you like; on a worse or a better hand, bet the limit. You either have the best hand at the table or one of the poorest. If all the players drop, your bad hand wins, and it could not win under any other circumstances. It only costs you about ten per cent. of the pool, provided you are playing on a raise-to-the-limit all round, and there is more than ten per cent. probability that all will drop.

It is an error on the part of the Age to fill the Blind simply because he has already invested the Blind-money. Let me illustrate:

Suppose four other players see the Blind and you have a pair of Deuces. Now let us suppose, for the sake of giving you a favorable case, that each of these players has the precise equivalent of Deuces. Then in the average of drawing and average of playing you will be beaten with perfect regularity *four times in five*, thus winning or

losing nothing. Is it worth while to pay for this privilege with the "Kitty" against you?

But this is not a supposable case. Of the four players thus coming in, *three* men have better hands than yours. Hence, although you only pay half price to enter, your chance on a small pair does not amount in the average to anything better than 1 in 20; and as you pay half price for it, it may be estimated as *worth* 1 in 10.

A weighty objection also to filling your Blind on a worthless hand is that you are tempted to bluff when the bet reaches you. This is exactly what the other players expect of you. There is the trap which they expect you to walk into, and you obligingly walk into it. If you, as the Age, content yourself with filling the Blind, not raising it, and then raise the bet, it is large odds you are either called or raised in turn. This proceeding on your part is, three times in four, a bluff; and as nine times in ten you will be called or raised, either of which is fatal, you will be beaten out of a double bet.

Thirdly, THE LEFT OF THE AGE.—Let us now consider, thirdly, the *left* hand of the Age. This is the worst position at the table. The best authorities decide that straddling does not give him the Age; hence if he straddles he throws away money without *any* reward, and exposes himself to the suspicion of bluffing from that time to the end of the hand.

The player in this seat should not come in, unless upon a strong hand, above average; certainly not under a pair of court cards, unless he happens to be in a streak of good luck. He is the pioneer in the hand, and all sorts of unseen obstacles are ahead of him. Not being suspected of bluffing, unless he has straddled, he will be played at by the rest of the table on the solid principles of the game, and it will serve him in good stead to be solid himself to start with. It is or should be an axiom with this seat, "Jacks or better."

If he has straddled, and several have come in, he may be sure there are strong hands out, and unless he has "Jacks or better" he had better lose his straddle investment, on the same principle, intensified in force, that counsels the Age to stay out on a small pair. Apply the argument, therefore, on the preceding pages, with double force to this position, because with all the disadvantages of the Age he has none of its advantages, and he must make the first bet, under heavy suspicions of playing under pressure.

"Masterly inactivity" is the means to success in this seat. Its dangers are patent, and you have only to exercise caution in deciding whether or not to encounter them. Here is a good time to remem-

ber that a great many opportunities will be offered to play Poker again.

Fourthly.—With regard, *fourthly*, to the remaining hands around to the dealer, the general principle is that the advantages increase and the disadvantages lessen.

HOW TO PLAY A POKER HAND.*

We now come to the mode of *playing* a hand, and here we are obliged to take leave of most of the average certainties that have accompanied us in the deal and draw. But you must never forget one general principle, that if you go in with the best hand, you will come out with the best hand oftener than any other player; hence your hand may always be played on that principle, unless you see indications of obstacles to its success in any given instance, and as these instances will frequently happen, you must continually analyze the play of the other hands.

For this purpose, accustom yourself to lay your hand on the table (face downwards), placing a chip on it for fear of accidents, and play the round through from memory only. This tends to preserve your face from betraying your cards; and you naturally study the faces of other players, having nothing else to study. It also prevents your *fingers* from betraying you; these members are often very eloquent at the wrong times, that is, when you have very poor or very good cards; it is a hard matter to hold four Aces as steadily as a pair, but the table will bear their weight with as much equanimity as that of a pair of Deuces.

Before the draw, if your cards lie quietly before you, your right-hand neighbors cannot tell whether you are going to pass or stay. This is a great advantage to you; whereas if you betray a poor hand by nervous movements, you lose just as much moral force as they acquire.

If you *can* do so, *always* let your chips talk for you. A silent player is so far forth, a mystery; and a mystery is always feared. If you do not talk, the tones of your voice will not betray you.

CALLING.—*Calling* on the part of the last player is generally folly, because, firstly, it falls within the extremely bad principle of letting your opponents transact your own business; secondly, it cannot be justified either by your having the poorest hand, one of the intermediate hands, or the best hand at the table. This does not refer

* From "Blackbridge's Complete Poker Player". Dick & Fitzgerald, New York.

to what is known as "chipping along", which you do as second or third player, waiting for the fourth to declare. If you think your hand is the poorest, when you are in this position either bluff or drop; if intermediate, ditto; if the best, bet the limit.

There is only one legitimate place for a call: that is, when you hold a strong hand, and have met with obstacles in betting it up. For instance, you hold Jack-full; you bet the limit, all pass but one, he sees and raises; you see and raise; he again sees and raises. At this point, it will be in some cases prudent to call; much depends upon the character of your opponent; much on the contents of your pile of chips; but in any case you should call at the next "see and raise" of your opponent, because the contest has come to that point where no human reason can tell you whether you have the better or the poorer hand, there being many better hands than Jack-full; and the stake is so large that the chips necessary to call and determine the winning hand are an extremely small percentage, sufficiently small to justify you in calling on a pair of Trays, if Trays had led you to that extent.

The general principle, then, for the last bettor, is to drop, or raise back to the limit. With three players betting besides yourself, and you being the last to bet, with a pair of Aces unimproved by the draw the chances are against you, and more than three times in four you will save money by dropping. Such a pool must usually be a small one, unless, first, there have been straddles, in which case you will do well to bet the limit on your Aces, the straddlers having probably come in on small hands under pressure; or, second, unless there has been raising, and you have stood the raise; in which latter case you must drop at once, as there *must* be better hands out than yours, and it would be futile to try to bluff them out. And being, with these two exceptions, a small pool, it is not wise to bid so much in order to gain so little.

In eliminating "calling" from your play, just as far as possible, you tend to eliminate *curiosity*, which is a most injurious temptation to a Poker player.

Precisely how to bet a hand of any given value can never be stated in terms. Each player has a different position at the table in regard to others. But with a strong hand it pays best in the long run for a close player to open the betting lightly, and for a dashing player to open it heavily. The nature of a player is soon found out, and others will be influenced by it. The nearer the Age the holder of the strong hand sits, the more necessity there is of betting the

limit or raising previous limit-bets. And Age himself, with an Ace-full, and a raise or two ahead of him, is in a most enviable position, having it in his power to put a tremendous pressure on its way clear around the table, generally forcing a call on himself, thus making the table play *his* game, which is the *ultimatum* of good luck and science united.

PAT HANDS.—Your “pat hands” should be about half the time fictitious, say two pairs or nothing. While you cannot systematically and scientifically play *real* pat hands like false ones, and false ones like real ones; still, by keeping the proportion half and half, you will be called half of the time. If, on the other hand, your pat hands are invariably real, other players will, as a rule, pass out, and you will be disappointed. You can also in this manner add variety, and an appearance of boldness to your play, which will often secure you a “call” when you overtop other strong hands and want to be called.

BLUFFING.—Except, first, as introduced into pat hands; and second, as last player against three or four timid bets of chip along; and third, as a reply to some palpable bluff when you are the only other player in or likely to stay in; it is not usually remunerative to bluff. Case second even is always hazardous, because you are in a position to be in just such a proceeding. But these three ventures are legitimate. Such is not the case, however, with tentative bluffing, which is simply paying the limit for the purpose of finding out if there are any good hands around the table. Among really good players bluffing is not extensively practiced, and is regarded as a dangerous amusement.

Two pairs, when not filled, or played pat, are good cards: first, to bet the limit on, as first bettor; second, to raise on as second bettor if first bettor goes a chip only; and so on around the table; but unless Aces up, should be usually dropped if confronted, or if preceding bets are either limits or raises. They look large, but you have only to consider how many possible and quite probable hands are larger. For some inscrutable reason the possession of two pairs makes the average player obstinate, and oblivious of the mathematical value of his hand. If there is any one combination at Poker that is habitually over-estimated and over-bet, it is “Aces up”. This is a matter of such frequent remark that there is no occasion to dwell upon it.

BETTING ON LARGE HANDS.—To what point a player may bet up “fours” is still debated, but with anything under four Aces,

you should, in the opinion of the writer, call at the sixth to the tenth raise, according to the value of your denominations. The reason is this: with anything under fours no careful player will raise you back over five times; hence you may be tolerably certain you have fours against you when the sixth raise comes. Then it becomes a question of denominations, and Kings are good until about raise number ten. Your opponent's hand *must* be something immense if he comes back ten times steadily, and besides four Aces there is straight flush to consider.

A straight flush in any hand may be regarded as invincible, as the chances of its being overmastered are too remote to be considered. I have never seen any one make much money upon a straight flush. In order to be profitable it must fall against a strong hand of some other player, and as the chances are always against this, it generally disappoints the holder. A straight flush, however, is to be greatly respected, because it prevents any hand from being *absolutely* the winning hand, and thus relieves gentlemen from the necessity of betting on a certainty. Without the use of straights, and hence without the use of straight flush, four Aces would be a certainty and no gentleman could do more than *call* on them.

TABLE-STAKES AND FREEZE-OUT POKER.

A table stake simply means that each player places the amount he proposes to risk where it may be seen, and that a player cannot be raised more than he has upon the table; but at any time between deals he may increase or diminish his stake; or he may put up any article for convenience' sake, say a knife, and state that that makes his stake as large as any other player's, and he is then liable to be raised to any amount equal to the stake of any other player, and must make good with cash. When playing table stakes, if a player have no money on the table he must put up or declare his stake previous to raising his hand, and failing to do this, he must stand out of the game for that hand.

The foregoing is the usual method of playing table stakes, but strict players make the following conditions:—

Players about to open a game deposit upon the table, each, a certain fixed and equal stake. This amount cannot be added to, in the case of any individual, from any other source than winnings from other players. No player can retire with any of this stake until the close of the game, or until the hour fixed for its close. No person can be deprived of a call if he puts up *all* his money. No

player, when his stake is exhausted, can play on credit, or can borrow, *under any circumstances*, and he can buy a fresh stake only by the vote of *all* the other players.

Genuine *Table-Stakes Poker* is, therefore, precisely the same as *Freeze-Out Poker*, with this single exception: that in *Freeze-Out Poker* a player who is cleaned out cannot stay at the table under any circumstances; and in *Table-Stakes Poker* he can stay if the remainder of the players unanimously vote to continue him. In neither game is credit allowed.

JACK-POTS AND HOW TO PLAY THEM.

Jack-pots are played as follows: When all the players pass, the Blind hand, instead of taking back his blind, leaves it up, and all the other players put in similar amounts. The Blind then follows in his usual rotation as dealer, and any player in his turn who has a pair of Jacks or better *can* open the play with any bet not beyond the agreed limit. He is not obliged to open it. If no player has the requisite cards, all contribute again as much as they had previously contributed, and the privilege of opening upon Jacks or better goes around again; and so on, until some one has the requisite hand, and is willing to open the pot.

Sometimes the following variation is introduced in the Jack-pot: When, after a deal, no one opens the pot, the players each place another chip in pool, new hands are dealt, etc., as before described, and no player can, under the second deal, open with less than Queens or better. If a third deal becomes necessary, it requires Kings or better to break the pot; and should it come to a fourth deal, it takes Aces or better, and so remains for any subsequent deals, until some player can and will break the pot. Sometimes when Aces have been reached without developing an opener, the players return to Kings, then Queens, descending to Jacks again, and remaining there until some player breaks the pot.

Many *very* conservative Poker players object to the Jack-pot because they consider it a compulsory lottery scheme, which frequently compels a player to risk his money against his better judgment. They argue that if any player chooses to put up a large blind, he can in a Jack-pot compel all the table to put up, each as much as the Blind, whether they happen to have weak hands or not, so that a player is often forced to invest four times the limit before the game opens. Another objection they urge against the Jack-pot is, that it

reduces Draw Poker to a mere show of hands, which is contrary to the principles of the game. To some extent this objection is valid, for the player opening the pot is forced to betray his cards to this extent at least, that if he draws one card this draw *cannot* be to a four flush or a four straight. Other players who have been obliged to pass on four flushes and four straights, and who come in after the pot is opened, draw one card each of course, and thus are forced to reveal their hands. It is a mere show of cards at the last, because where the limit-bet is only a small percentage of the amount of the pool, almost any hand will be sure to call almost any other one; so there must be a general show, and the strongest cards win. A bluff in a large Jack-pot is out of the question. Notwithstanding these and other minor objections, the Jack-pot has survived long enough to obtain a permanent place in the game, and continues to grow in popularity; therefore, for the benefit of those conservative players who dislike Jack-pots yet cannot avoid playing them, we give the following hints as to the best method of their management:

Many good players, at the left of the dealer, there being no Age in Jack-pots, decline to open them, except on triplets or better. If you are the dealer, and all pass, open on even a *minimum* competent hand for the full limit. The chances are about even that as all have passed once, nearly all will pass again. But if several of the players then come in, you will still have the last bet, and you may be tolerably certain there were no strong hands out to start with. Players who did not open, and who yet subsequently draw one card, must be drawing to four flushes or four straights, and the chances are against them.

A player who as first or second, or third, to the left of the dealer, opens on a single pair of Jacks or Queens, has an inferior chance of winning, if the majority of the other players come in, as they are almost certain to do; because at any time before the option reaches the dealer the entrance of one player brings on the entrance of another. So much money is on the table that everybody wants a share in the scheme, and even cautious players often come in on Deuces, split straights, and bob-tail flushes. Where five or six players are drawing, and where bluffing ceases to be an important element, the chance of the original element, that is, the chance of the original Jacks, is indeed a small one.

If a Jack-pot has been opened by a player near the right of the dealer, and you are next to him on his left, it is often a good plan to raise him, even on a weak hand. Nearly all the other players have

passed, and they will not come in after your raise, so you are nearly certain to have the opening player as your only opponent, and the chances are even that *he* will drop. If he stands your raise he must trust to the draw, or stand pat; and you have the satisfaction of the last bet. This is far better than coming in and contributing to the pot on a weak hand, and playing it weakly; as the latter course can hardly ever win, and the former plan will win nearly once in twice.

Jack-pots, not being legitimate Poker, are extremely baffling to all calculations. You may, however, accept these propositions without much argument and act upon them.

First. They are usually opened too near the left of the dealer, and on insufficient hands to warrant the opening. (Not that they fall below the regulations, but that they are not intrinsically good enough to justify the unknown risks ahead.)

Second. When opened on the immediate left of the dealer, they are usually opened for too much money.

Third. The right hand of the dealer, or the dealer himself, opens with the limit-bet on a weak hand, and with a coaxing bet on a strong hand.

Fourth. If *all* the players avail of the theory of percentages, it has no special value for any. For instance: Given a Jack-pot of thirty dollars, opened for five dollars, and four players coming in, if you are a fifth player and hold a split or any other frivolous hand, the theory of percentage does you little good. The more money the weak hand puts down in such lotteries the less it takes up.

Fifth. Jack-pots are, *par excellence*, to be declined except on strong hands, being nearly equivalent to playing face up, the best cards winning. (*See Jack-pot Rules, page 182.*)

THE LAWS OF DRAW POKER.

CUTTING AND DEALING.

1. The deal is determined by throwing around a card to each player; the lowest card deals. Ace is low, and ties of the low cards receive new ones to decide.

2. The cards must be shuffled above the table; each player has a right to shuffle the cards once, the dealer last.

3. The player to the right of the dealer cuts the cards; any other player has the right to cut them previously. To constitute a valid cut there must be not less than four cards in either of the divided portions of the pack.

4. The dealer must give each player five cards, one card at a time in rotation, beginning at his left.

5. If the dealer deals without having the pack properly cut, or if a card is faced in the pack, there must be a fresh deal. The cards are reshuffled and recut, and the dealer deals again.

6. If, in the deal, a card be exposed, the player to whom such card is dealt *must* accept it; if, however, a card is faced in the pack, or if two cards are exposed to the same player, a fresh deal must ensue. If a card or cards be exposed by any one but the dealer, or by ~~any~~ agency beyond his control, no fresh deal can ensue.

7. If, in the deal, a player receives more or less than five cards, and announces the fact previous to looking at any part of his hand, it is a misdeal, and a fresh deal must be made, the dealer dealing again. If, however, the player should look at any of his cards before announcing the dealer's error, no misdeal occurs, and he must retire from the game until the next deal.

8. If the dealer, while dealing, or otherwise, expose the bottom card of the pack, a player who has not previously looked at any of his own cards may demand a new deal.

[Strict players insist on having a blank card placed on the bottom of the pack before beginning the deal.]

9. If, before the draw, a pack be discovered to be incorrect, redundant, or imperfect, the deal is void, and a new deal ensues.

10. Any player dealing out of turn may be stopped before the deal is completed, otherwise the deal stands good.

11. After the first hand the deal proceeds in rotation, beginning with the player to the left of the dealer.

DISCARDING AND DRAWING.

12. After the deal has been completed, each player remaining in the game may discard as many cards as he chooses, or his whole hand, and call upon the dealer to give him a like number from the top of those remaining in the pack. The eldest hand must discard first, and so in regular rotation around to the dealer, who discards last; and all must discard before any one is helped to fresh cards.

13. Any player, after having asked for fresh cards, must take the exact number called for; and after cards have once been discarded they must not again be taken in hand until the next deal unless necessary for use in the draw.

14. Any player, previous to raising his hand or making a bet, may

demand of the dealer how many cards he (the dealer) drew ; and the latter must reply correctly. By raising his hand or making a bet the player forfeits the right to inquire and removes the obligation to answer. No other player is obliged to tell how many cards he drew, and the dealer is not permitted to inform any one how many cards he served to any other player.

15. If, on the draw, the dealer serve a player with *more* cards than were demanded, and the latter announce the fact previous to looking at any of the cards served, the dealer must withdraw the superfluous card or cards and restore them to the pack.

Should the dealer serve a player with *fewer* cards than were asked for, and the latter similarly announce the fact before looking at any of the cards served, the dealer must give the player sufficient cards from the pack to make the number equal to that originally demanded.

If, in either of the above cases, the player should look at any of the cards served to him previous to announcing an error, if any, he forfeits all claim to the correction of such error, and must retire from the game for that round ; his hand and the cards incorrectly served to him are thrown aside with the discard.

16. If, on the draw, a card is faced in the pack, or *otherwise* exposed, it cannot be taken ; the dealer must throw the card aside and give the player another from the top of the pack before serving the next player. If more than one card is exposed the rule is the same.

BETTING, CALLING, AND SHOWING.

17. Before the cards are dealt the Age makes an ante, or blind, which should not exceed one half the agreed limit. After the deal each player in proper turn, beginning with the one to the left of the Age, must make good this blind by depositing double the amount of it in the pool, or surrender his hand. If all the other players pass, the Age regains his ante.

18. After the cards have been dealt, any player, in his proper turn, beginning with the player to the left of the Age, after making good the blind, may raise the same by any amount not exceeding the agreed limit. A player who does not meet the raise must retire for that hand.

19. After the draw the Age has the privilege of deferring his say until the other players have all made their bets or passed. The Age is the last player to declare whether he will play or pass. If, however, the Age pass out *before* the draw, then the next player to his

left (in play), after the draw, must make the first bet, or, failing to bet, must surrender his hand. The privileges of the Age cannot, under any circumstances, be transferred.

20. If a player, in his regular turn, bet, or raise a bet by any amount not exceeding the agreed limit, his adversaries, in turn, must either call him, go better, or retire from the game for that hand.

21. When a player makes a bet, raise, or call, he must deposit the amount in the pot.

22. If a player, when it is his turn to bet, puts in the pot less than enough to call, and his attention is drawn to it before a player to his left has made a bet, he can, at his option, make the amount good or withdraw the money; but if a player to his left has made a bet before attention is called to the deficiency, the player must add enough to complete the call, if he has the funds, and, if not, what he has put in remains, as under provisions of Rule 29.

23. If a player, when it is his turn to bet, puts into the pot, without remark, more than enough to call, it is a raise, whether so intended or not.

24. If a player makes good a bet and calls for a show down of hands, each player must show his entire hand to the board, the caller last; and the best poker hand wins the pool.

25. If a player bets, or raises a bet, and no other player calls or raises him, he wins the pool and is not obliged to show his hand.

26. Upon a show of hands, if a player miscall his hand he does not lose the pool for that reason, for every hand shows for itself.

27. If a player pass, or surrender his cards, he must retire from the game, and cannot participate further therein until the next deal.

[If a player pass by mistake, the error must be corrected before the next player, in turn, has declared what he will do.]

28. Any player betting with more or less than five cards in his hand loses the pool, unless his opponents all surrender their hands before discovering the foul hand. If only one player is betting against the holder of the foul hand, such player is entitled to the ante and all the money staked; but if there are more than one betting against him, then the best hand among his opponents takes the pool.

[Cards that are surrendered become dead cards.]

29. If a player cannot meet a raise he may put up *all* the funds he has, and call for a show for that amount. If the player calling for a show of hands has himself the best, he wins the ante, and an amount from each player who bets over him equal to the sum that he himself

has bet. The next best hand is entitled to the remainder of the bets, after settling with the caller.

[CASE AND DECISION.—A, B, and C are playing Draw Poker. Before the draw, A bets five chips, B sees it, and C raises it ten. A has only five chips left, which he puts up for a sight; B puts up to cover C's raise.

After the draw, B bets five, and C raises him fifty. B declines to call, bluffed out by C's last raise. But on a show of hands to decide what becomes of A's stake, A has three Kings, B three Aces, and C three Queens. The question is, What becomes of A's stake?

The decision is that C takes the entire pot.

The theory of this decision is based on the fact that the thirty chips of the pot, in which alone A had an equal interest, is a pot of itself, in which all three players are equally concerned. When the hands are shown, A loses his money to B, because that player had a better hand than A, and A's claim ceases. But B's winnings from A, as well as all his other interest in the pot, revert to C, whose hand was actually ranked by B's, because he made it a stronger one for current purposes by backing it to an extent beyond B's inclination.

Whenever a player is obliged to take advantage of the rule to protect the impecunious, his stake in the pot, together with an equal amount from each of the players who still continue in the game, also whatever has been contributed by players who may have been driven out, becomes a pot of itself, the possession of which is to be decided by a show of hands after the betting has ended between those who survive the impecunious player.

If the latter's hand is poorer than that of either one of those who have bet beyond him, he must lose his stake, irrespective of the fact of his hand being, possibly, better than that of the player who eventually takes the pot.]

30. None but the Age has the privilege of going a blind; the next player in succession, provided he does so before the deal, may straddle the blind; he in turn may be straddled by the next player only, and so on, provided the amount to be made good does not exceed the agreed limit.

[The straddle does not give a player the Age; it only gives him the brief advantage of betting last, and raising, *before* the draw. The Age cannot be taken from the *original* eldest hand.]

31. A player is not permitted to straddle a blind and raise it at the same time; nor may a player raise a blind before the cards are dealt, except by the process of straddling.

32. If the player next to the left of the Age decline to straddle a blind, he debars any other player from doing so.

RULES FOR THE JACK-POT.

1. When all the players pass up to the blind hand, the latter allows his blind to remain in the pot, and each of the other players deposits a similar amount. The blind now deals, and any player in *his regular turn* may *open* or *break* the pot, provided he holds a pair of Jacks

or better ; but a player is not compelled to do so, this being entirely optional.

2. Each player in turn, commencing with the one at the left of the dealer, declares whether he can and will open the pot. If he declines to open, he says, " I pass." If he has the requisite hand and elects to open, he says, " I open."

3. If no player opens the pot, then each player deposits in the pool the same amount that was previously contributed ; and the deal passes to the next player. The same performance ensues until some player holds the necessary cards and is willing to break the pot.

4. A player may break the pot for any amount within the agreed limit of the game ; and each player in turn must make the bet good, raise it, or pass out.

5. After all the players who determine to go in have made good the bet of the player who opened the jack-pot, and cards have been drawn, the opener of the pot makes the first bet.

6. If all pass up to the player who broke the pot, the latter takes the pool, and can only be compelled to show the Jacks, or better, necessary to break the pot.

[Of course, if the opener is called, he must show his whole hand.]

7. A player who breaks the pot on a pair may split the pair in order to draw to a four flush or straight (if the latter be played) ; but as the opener must always place his discard under the chips in the pool where they remain until the pot is decided the other players placing theirs on the table as usual, it is evident at the finish of the hand these cards may be examined and there can be therefore no question as to whether the opener broke the pot on a legal hand, and he is therefore not compelled to inform the whole table that he has split his openers and that he is drawing to a bobtail.

8. When a player breaks the pot without holding the requisite cards to do so he is fined twice the amount of his original ante, which goes to the next pot ; and he is debarred from playing again for the jack-pot in which the error occurred.

[The amount of penalty for such an error should *preferably* be mutually agreed upon before opening the game. Some clubs fine a delinquent opener a sum equal to the whole jack-pot at the time the error was discovered.]

9. If no player come in except the one who broke the pot on an

insufficient hand, a new hand must be dealt and the penalty added to the pot.

10. If one or more players participate in the call when such an error as the foregoing occurs, the player holding the best hand, outside of the delinquent player, takes the pool; or if a player drives all others out, then the pool must go to him.

[With some clubs the following rule prevails: If the delinquent opener discovers and announces his error previous to the draw, any one of the remaining players holding opening cards may, in proper turn, break the pot. If no one holds the necessary cards to break the pot, or, holding them, does not choose to do so, the players each put up the agreed ante, and a fresh deal ensues.

If the error of the opener is not discovered until after the draw, a new deal ensues at once, and the game proceeds as usual until some one breaks the pot.

In either case the delinquent opener pays the penalty and retires at once.]

STRAIGHT POKER.

Straight Poker, or Bluff, as it is sometimes called, is played with a pack of fifty-two cards. The game is governed by the same rules as Draw Poker, except in the following particulars only:

- I. The winner of the pool has the deal.
- II. Each player antes before the cards are cut for the deal.
- III. Any player may pass with the privilege of coming in again, provided no player *preceding* him has made a bet.
- IV. No player is permitted to discard or draw any cards.
- V. When all the players pass, the eldest hand deals, and each player deposits another ante in the pool, thus making what is termed a "double-header". When a misdeal occurs the rule is the same.

To avoid confusion and prevent misunderstanding, instead of each player depositing an ante before the cards are cut, it is usual for one of the players (at the commencement of the game, the dealer) to put up a sum equal to an ante from each, thus: If four are playing and the ante is one chip, the dealer puts up four chips, and passes the *buck*, *i. e.*, a knife or key, to the next player at his left. When the next deal occurs, the player having the buck puts up four chips, and passes the *buck* to his next neighbor, who in turn does the same, and so it goes round as long as the game continues.

WHISKEY POKER.

Each player contributes one chip to make a pool, and the same rules govern as at Draw Poker.

Five cards are dealt to each player, one at a time, with an extra

hand, which is called the “widow”. The elder hand may either play his own hand, pass, or take the widow. If he adopts either of the former alternatives, the next player has a similar option, and so on till some one elects to “take the widow”. He takes the spare hand, and lays his own on the table face upwards. The next in order is entitled to take in either of the exposed cards, discarding one of his own in its place, which is added to the remaining four on the table. The next player has a like choice, and so on round and round till some player is content with his hand, which he signifies by a knock on the table. Each of the other players may still make one more exchange, after which the cards are exposed, and the best hand, according to Poker rules, takes the pool.

If any player knocks before the widow is taken, the widow is then turned face up, and each player from him who knocks has one draw.

Should no one take the widow, but all pass to the dealer, he then turns the widow, and the drawing proceeds as explained above.

Whiskey Poker is frequently played for refreshments; the lowest hand at each deal gets a mark; as soon as any player has got a number of marks agreed upon, he is the loser. When a tie occurs the next hand decides who must take the mark.

STUD POKER.

Five cards are dealt, one at a time—the first dealt, as usual, face down—all the others face up, the higher pair, or best hand, winning, as at Draw Poker. We will suppose the dealer’s four cards as exposed are a King, Four, Seven, and a Five; and his opponent’s a Queen, Ten, Six, and Nine; the dealer’s hand in sight is the better hand, but the call being made and the unknown cards turned over, the non-dealer shows an Ace, and his opponent an Eight; of course the dealer loses.

MISTIGRIS.

This is a variety of the game of Draw Poker, sometimes called Fifty-three Deck Poker. Mistigris is a name given to the blank card, or “Joker”, accompanying every pack; the player holding it can call it any card not already in his hand. For example: A *pair* with Mistigris becomes *triplets*; two pairs and Mistigris make a *full hand*; *triplets* with Mistigris are the same as *fours*; four of a suit filled with Mistigris constitute a *flush*; and when straights are played, a sequence of four cards with Mistigris count as a *straight*.

BÉZIQUE.

The following description of the game is by "Cavendish", and has been made to harmonize as closely as possible with Rubicon Bézique. The game of Bézique is played by two persons. Two packs of Bézique cards are required, the Twos, Threes, Fours, Fives, and Sixes being discarded from two complete packs. The two packs of Bézique cards are shuffled together and used as one. It is advisable that the packs should have the same colored backs, or the same device on the backs.

DEALING.

The packs being shuffled together, the players cut for deal. (*See Laws 1 to 14.*)

The pack is then cut to the dealer. He reunites the cut packets, and deals eight cards to each player, either by one at a time to each, or by three, two, and three at a time to each.

The seventeenth card, now the top of the pack, is turned up for trumps. If a Seven is turned up the dealer scores ten. The trump card is placed face upwards on the table to the left of the dealer, and the remainder of the pack (called the *stock*) is placed close to the trump card, and slightly spread, so that cards can be easily drawn from it during the play. (*See Playing.*)

[TRUMPS.—Sometimes the trump suit is determined by the first Marriage scored (or, if no previous Marriage has been scored, by the first Sequence). In this case there is no score for the Sevens of trumps.]

PLAYING.

The non-dealer now plays any card from his hand. The dealer plays a card to it. The two cards thus played constitute a *trick*. The highest card of the suit led wins the trick. The cards rank as follows: Ace (highest), Ten, King, Queen, Knave, Nine, Eight, Seven (lowest). If tie cards are played the leader wins. Trumps win other suits.

The second player is not bound to follow suit, nor to win the trick. He may, if he pleases, win the trick by trumping, notwithstanding that he has, in his hand, cards of the suit led.

The winner of the trick has the next lead; but before playing a second card each player draws one card from the stock, the winner of the trick drawing the top card, the other player the next card. In this way the number of cards in each hand is restored to eight, as

at first. This alternate playing and drawing continues until the stock is exhausted. The rules of play then alter. (*See Last Eight Tricks.*)

The tricks remain face upwards in a heap on the table. The winner of a trick containing a *Brisque* (Ace or Ten) scores ten; if the trick consists of two Aces, or two Tens, or one of each, he scores twenty. Brisques should be scored as they are won.

[BRISQUES.—Sometimes the Brisques are not scored until the end of the hand. In this case the winner of a trick containing a Brisque takes up the played cards that are face upwards on the table and turns them face downwards in a heap near himself. After the play of the hand (including the last eight tricks), each player adds to his score the tens for his Brisques. If both can score out, the player who has the highest score, including the Brisques, wins the game; in case of a tie, when both score out after adding the Brisques, the game is null and void.]

DECLARING.

During the play of the hand, a player who holds various combinations of cards, and *declares* them, is entitled to score a certain number of points, as shown by the following table:—

CLASS I.—MARRIAGE AND SEQUENCE.

King and Queen of any suit (called Marriage), when declared,	counts	20
King and Queen of trumps (called Royal Marriage), when declared,	"	40
Sequence of best five trumps, when declared,	"	250
The best five trumps are Ace, Ten, King, Queen, and Knave.		

CLASS II.—BÉZIQUE AND DOUBLE BÉZIQUE.

Queen of Spades and Knave of Diamonds (called Bézique) when declared,	counts	40
Queen of Spades and Knave of Diamonds, declared twice in one deal by the same player (called Double Bézique),	"	500

The above score is in addition to the forty, if, perhaps, already scored for Single Bézique.

NOTE.—In order to entitle to Double Bézique, all four cards must be on the table at the same time, and unplayed to a trick. If all four are declared together, only 500 can be scored, and not 540.

CLASS III.—FOUR EQUAL CARDS.

Any Four Aces (irrespective of suit),	counts	100
Any Four Kings (irrespective of suit),	"	80
Any Four Queens (irrespective of suit),	"	60
Any Four Knaves (irrespective of suit),	"	40

In addition to these, a player holding the Seven of trumps and *exchanging* it for the turn-up card, scores 10. A player exchanging puts the Seven in the place of the turn-up card, and takes the turn-up

into his hand. If the turn-up card is a Seven, or has already been exchanged, a player declaring the other Seven of trumps scores 10.

A declaration is made by placing the declared cards face upwards on the table, separate from the tricks, except in the case of the Seven of trumps, which is only shown to the adversary, without being placed on the table. Declared cards still form part of the player's hand; but if not led or played to a trick, they must remain face upwards on the table, until the stock is exhausted.

A player is not bound to declare unless he pleases, although he may hold a scoring combination.

A declaration can only be scored on winning a trick, and before drawing from the stock; and an exchange of the Seven of trumps can only be made on winning a trick and before drawing. A card led or played to a trick cannot be declared at the same time, as when played it no longer forms part of the hand.

On referring to the table of declarations, it will be seen that there are three classes of scoring combinations. A declared card cannot be declared again in an equal or inferior combination *of the same class*, but it can be in a superior combination. For example: A King or Queen which has been declared in Marriage cannot afterwards form part of another Marriage; but a King or Queen declared in Marriage can afterwards form part of a Sequence. A player is at liberty to declare Sequence without first declaring Marriage; if he does so he only scores 250 instead of 40 and 250, as he cannot afterwards declare the inferior combination of Marriage.

Again: A card declared in Single Béziqne cannot afterwards be used to form part of another Single Béziqne; but two declared Single Béziqnes can be afterwards united to form a Double Béziqne. Or a player may add an undeclared Single Béziqne to a declared one, and at once declare Double Béziqne, without first declaring the second Single Béziqne; if he does so, he only scores 40 and 500 instead of 40 twice and 500, as he cannot afterwards declare the second Single Béziqne. Or a player may at once declare Double Béziqne without first declaring either of the Single Béziqnes; in that case he only scores 500, as neither of the Single Béziqnes can be afterwards declared.

And as a card cannot be declared again in an equal combination of the same class, a card declared in four equal cards cannot afterwards form part of another set of four.

But a declared card may be declared again, if the combination in which it subsequently appears is *of a different class*. Thus, a Queen

declared in Marriage, or Sequence, or both, can afterwards form part of Four Queens, or *vice versa*. If the Queen is the Queen of Spades, it can also be declared in Single or Double Béziqne, or both; or, having been used as a Béziqne card, it can afterwards form part of Four Queens, Marriage, or Sequence.

In consequence of the power of declaring the same card more than once, it sometimes happens that more than one declaration is made to one trick. Thus: A player has declared Four Kings, including a King of Spades, which remains on the table. He has Béziqne in hand, and on winning a trick declares and scores it. He now has plain suit Marriage in Spades on the table. This he cannot score at the same time, as only one declaration can be scored to one trick. But he can score it on winning another trick. A player who has a score in abeyance should repeat what he has to score after every trick. Thus, in the case given, the player who shows Béziqne would say "Forty", which he scores, "and twenty to score," for the plain suit Marriage. If he loses the next trick, he repeats, "Twenty to score." On winning a trick, he says, "I score twenty."

To take another example: A player who has declared Four Kings wins a trick with one of them, and declares Four Queens, three of the Queens matching the Kings on the table as to suit, and one of the Kings being the King of trumps. The player says, "Sixty," for Queens, which he scores. And he adds, "Forty, and twenty, and twenty to score," for the Marriages. On winning another trick, he says, "Score forty; and twenty, and twenty to score."

A player who has a declaration to score may, on winning a trick, make and score a fresh declaration, and leave any unscored declarations still to score on winning another trick.

If a player who has a declaration to score plays a card of it before scoring it, he loses the score. If he has Marriage in trumps to score, and on winning a trick adds to the Marriage Ace, Ten, and Knave of trumps, he loses the score for the Marriage. Or if he has Single Béziqne to score, and on winning a trick adds the other Béziqne cards, he loses the score for the Single Béziqne.

The winner of the trick can declare and score, in accordance with the foregoing rules, so long as a card remains in the stock. The last card of the stock is drawn by the winner of the previous trick, and the turn-up card (or Seven exchanged for it) by the loser of the previous trick. After this all declarations cease, and any declarations to score are lost.

PLAYING THE LAST EIGHT TRICKS.

The stock being exhausted, each player takes up any cards on the table which belong to his hand, and which have been shown in declaring, and the play of the last eight tricks commences.

The winner of the previous trick leads. The second player must now follow suit, if able, and must win the trick, if able. If he holds a trump, and cannot follow suit, he must win the trick by trumping. The winner of the trick leads to the next, and so on. Aces and Tens in the tricks still count ten each. The winner of the last of these eight tricks scores ten.

SCORING.

The game is 1000 up. The players deal alternately.

If one player scores 1000 before his adversary obtains 500, the game counts double. A *partie* is the best three games out of five, reckoning a double as two games.

POINTS OF DIFFERENCE BETWEEN THE COMMON AND RUBICON GAMES OF BÉZIQUE.

I. In Rubicon Bézique four packs of cards are used instead of two, and nine cards are dealt to each player instead of eight.

II. There is no *turn-up* for trump, the first Marriage declared and scored determining the trump suit. If a Sequence is scored before any Marriage, such Sequence determines the trump suit.

III. Carte Blanche (a hand without a single court card) counts 50 for the holder, and is declared at the outset of the game, and before the player has drawn a card.

IV. If a declared combination is broken up by playing any of the declared cards, and is re-formed by substituting cards of the same class, the combination may be declared again. For example: Four Aces are declared, and one of them is played. The player wins the trick, and, having another Ace in his hand, he may place it with the three declared Aces, and declare Four Aces again. In the same way, if he has played two of the declared Aces, he may add Two Aces from his hand, and so restore the combination; and so on for other re-formed combinations. (See Declaring, page 192.)

V. There is no score for the Sevens of trumps.

VI. The game is completed in one hand.

VII. The amount of the scores and the method of computing the game are different. (See pages 191; 193-195.)

Otherwise the laws of Rubicon Bézique govern the ordinary game.

RUBICON BÉZIQUE.

Rubicon or *Japanese Bézique* is a modification of the ordinary game, which has for some years found much favor in Paris. In 1887 a code of laws, which we append, was drawn up by a committee of the Portland Club, and *Rubicon Bézique* may now be regarded as the standard game. (*See* pages 195–202.)

Four packs of like pattern, and shuffled together, are used. The cards rank as at ordinary *Bézique*; but *nine* instead of eight cards are dealt, singly or by threes, to each player. There is no “turn-up”, the first “Marriage” scored determining the trump suit. If a Sequence be declared and scored before any Marriage, such Sequence determines the trump suit.

The scores at *Rubicon Bézique* are as under:—

CARTE BLANCHE.

Carte Blanche (a hand without a single court card), . . . counts 50

[Carte Blanche is scored at the outset of the game, and before the player has drawn a card. He must prove his title by exhibiting his nine cards, one after another (as rapidly as he pleases), face upwards on the table. Should the first card he draws not be an honor, he may show the card, and again score Carte Blanche, and so on, as often as this may happen; but Carte Blanche cannot be scored after the player has once held a court card.]

CLASS I.—MARRIAGE AND SEQUENCE.

Marriage in plain suits,	counts 20
Marriage in trumps,	“ 40
Sequence in plain suits,	“ 150
Sequence in trumps,	“ 250

CLASS II.—THE FOUR BÉZIKES.

Single Bézique,	“ 40
Double Bézique,	“ 500
Treble Bézique,	“ 1500
Quadruple Bézique,	“ 4500

CLASS III.—FOUR EQUAL CARDS.

Four Knaves (irrespective of suit),	“ 40
Four Queens “	“ 60
Four Kings “	“ 80
Four Aces “	“ 100

The player who takes the last trick scores 50.

The procedure as to playing and drawing is the same as at ordinary *Bézique*, save that the tricks are left face upwards in a heap be-

tween the players until a Brisque is played, when the winner of the trick takes them up, and turns them face downwards, near himself. The value of each Brisque is ten points, but they are not scored till the close of the game; and, indeed, in certain events (*see* page 194) may not be scored at all.

DECLARING.

A declaration is made by placing the declared cards face upwards on the table separate from the tricks. Declared cards still form part of the player's hand; but if not led or played to a trick, they must remain face upwards on the table (except in the case of Carte Blanche) until the stock is exhausted.

Only one declaration can be scored at a time, and that only (save in the case of Carte Blanche) by the winner of a trick; but if, on the cards exposed, the player has more than one combination to score, he may score whichever he prefers, at the same time calling attention to his further claim, as in ordinary Bézique, by saying, "And ——— to score."

If, before playing, a player declares a Carte Blanche which contains Four Aces, he may also score Four Aces on winning the trick, notwithstanding that he has already scored Carte Blanche.

A player is not bound to declare any combination, even when exposed upon the table, unless he thinks fit. If by any chance he is compelled to play a card of the combination before he has actually scored it, the right to score is at an end.

A card declared in a given combination may not again be declared in an inferior combination of the same class, *e. g.*, a King and Queen declared in Sequence cannot be afterwards made available to score a Royal Marriage, though the converse proceeding would be quite in order. The same card may, however, be used in conjunction with a new card or cards to form, not merely a combination of the same kind, but the same combination over again. Thus, if Four Queens have been declared, the player may play one of them, and, when he next wins a trick, add a fifth Queen to the three left on the table, and again score Four Queens. Again: A player has declared Single Bézique. He now declares another Single Bézique. He has the option of scoring forty, and, on again winning a trick, of scoring five hundred; or of at once scoring five hundred. If he does so, he cannot afterwards use any of the cards scored in Double Bézique to form part of a Single Bézique. But these cards may be scored again in Double Bézique, if the combination is broken and is re-formed with

substituted card or cards. A third Single Béziqne, with two fresh Béziqne cards, may be declared separately, and may then be united to the Double Béziqne to form Triple Béziqne; or the third Single Béziqne may be at once added to the Double Béziqne to form Triple Béziqne.

It should be clearly understood that the limitation as to declaring only applies to *inferior combinations of the same class*.

If a combination, duly scored, is broken up, one or more cards must be substituted, either from the cards upon the table or from the hand of the player, to entitle him to a fresh score. There is an apparent exception to this rule in the fact that, if a player has declared two independent Marriages in the same suit, and all four cards are on the table simultaneously, he may make two more declarations of Marriage with the same cards. In truth, however, this merely follows the rule. King 1 (already Married to Queen 1) may again be Married to Queen 2; and King 2 (already Married to Queen 2) to Queen 1 in like manner.

A player who has two or more declarations to score may elect which he will score first, the other remaining in abeyance. For example: A player having declared Four Kings, including the King of Spades, and subsequently declaring Béziqne (the King of Spades still remaining on the table), would *ipso facto* become entitled to score a Marriage, Royal or ordinary, as the case might be. We will suppose the former. In such case, he would say, "I score forty, and forty for Marriage to score." This déclaration should be repeated, by way of reminder, after each trick, till actually scored. If, in the meantime, the player becomes entitled to score some other combination, he may, on winning a trick, score the latter in preference to the one previously declared, still keeping this in reserve. The mere fact of having declared or given combination "to score" does not preserve the right to score it, if in the meantime the declarant either plays one of the cards composing it or makes use of them to score some higher declaration of the same class.

THE LAST NINE TRICKS.

The last nine tricks are played after the same manner as the last eight in the ordinary game; but the winner of the last trick, instead of 10, scores 50.

COMPUTING THE GAME.

A game is complete in one deal.

The game is won by the player who scores the most points, in-

cluding those for Carte Blanche, those shown in the Table of Scores, and the score for the last trick.

In addition the *Brisques* (Aces and Tens) score ten each to the player having them in his tricks; but the Brisques are only taken into account if the scores are so nearly equal that the Aces and Tens must be reckoned in order to decide who wins the game. Then each player adds his Brisques to his score (except in the case of a Rubicon). If, after the players have added their Brisques, the scores tie, the game is null and void.

The winner deducts from his score the points made by the loser (excluding fractions of a hundred). The difference, with five hundred added for the game, is the number of points won. For example: A and B are the players. A scores 1540; B scores 1160. A wins $1500 - 1100 = 400$, *plus* 500 for the game; in all, 900.

If the difference between the scores is less than a hundred, the winner adds a hundred to the score of five hundred for the game.

If, however, the loser fails to score a thousand, he is *Rubiconed*. His points, instead of being deducted, are added to the winner's (still neglecting fractions of a hundred); and the total, together with a thousand for the game and three hundred for the Brisques, is the number of points won. The value of the Brisques amounts in all to 320; but the fraction is not reckoned. For example: A scores 1540; B scores 600. B is rubiconed. A wins $1500 + 600 = 2100$, *plus* 1000 for the game and 300 for the Brisques; in all, 3400.

The loser of a game who fails to mark a thousand is not rubiconed if he has in his tricks a sufficient number of Brisques to bring his total score to a thousand. Thus: B marks 830. He counts his Brisques, and finds that he has seventeen (scoring 170), which brings his total exactly to 1000, and saves the Rubicon. In this case, each player adds his Brisques to his score, and the game is then computed by deducting one score from the other, and adding five hundred, as in the first example given.

If, after counting the Brisques, B finds that he does not save the Rubicon, he does not add the Brisques to his score, and the game is computed as in the second example.

Similarly: If the Brisques are counted in order to decide who wins the game, and the loser is rubiconed, the Brisques are not added. Thus: A scores 810; B scores 820. The Brisques are counted. A has eighteen, B has fourteen. A wins the game; B is rubiconed. A wins $800 + 800 = 1600$, *plus* 1000 for the Rubicon and 300 for the Brisques; in all, 2900.

If a player who is rubiconed has scored less than a hundred, the winner adds a hundred to his score, in addition to the score of a thousand for a Rubicon game, and of three hundred for the Brisques.

The game is generally played for so much *per* hundred points. When a series of games is played, each player should be furnished with paper and pencil; after each game, the number of hundreds won or lost, omitting the ciphers, is entered on the paper; and a balance is struck on the termination of play. For example:

A	B
7	9
31	26
12	8
<hr/>	<hr/>
50	43
43	
<hr/>	
7	
<hr/>	

The scoring-paper shows that A and B played six games and that each won three. On striking a balance, A is found to be 700 to the good.

THE LAWS OF RUBICON BÉZIQUE.

SHUFFLING.

1. Rubicon Bézique is played with four packs of thirty-two cards: shuffled together.
2. Each player has a right to shuffle the pack. The dealer has the right of shuffling last.
3. The pack must not be shuffled below the table, nor in such manner as to expose the faces of the cards.

CUTTING.

4. A cut must consist of at least five cards, and at least five must be left in the lower packet.
5. The cards rank as follows, both in cutting and in playing: Ace (highest), Ten, King, Queen, Knave, Nine, Eight, Seven (lowest)..

6. The player who cuts the higher card has choice of deal, seats, and markers. The choice determines both seats and markers during the play.

7. If, in cutting for deal, a player expose more than one card, he must cut again.

8. The cut for deal holds good even if the pack be incorrect.

9. If, in cutting to the dealer, or in reuniting the separated packets, a card be exposed, or if there be any confusion of the cards, there must be a fresh cut.

DEALING.

10. The dealer must deal the cards by one at a time, giving the top card to his adversary, the next card to himself, and so on; or by three at a time, giving the top three cards to his adversary, the next three to himself, and so on; until each player has nine cards. The undealt cards (called the "stock") are to be placed face downwards, in one packet, in the middle of the table, to the left of the dealer.

11. If the dealer deal the cards wrongly, he may rectify the error, with the permission of his adversary, prior to either player having taken up any of his cards.

12. If, after the deal, and before the dealer has played to the first trick, it be discovered that either player has more than nine cards, there must be a fresh deal. If it be similarly discovered that either player has less than nine cards, the deal may be completed from the top of the stock, by mutual agreement, otherwise there must be a fresh deal.

13. If the dealer expose a card belonging to his adversary or to the stock, the non-dealer has the option of a fresh deal. If the dealer expose any of his own cards, the deal stands good.

14. If a faced card be found in the pack before the play of the hand has begun, there must be a fresh deal.

CARTE BLANCHE.

15. If a player have a hand dealt him without King, Queen, or Knave, he may declare Carte Blanche before playing a card. Carte Blanche must be shown by counting the cards, one by one, face upwards on the table.

16. If, after playing a card, a player who has declared Carte Blanche draw a card other than King, Queen, or Knave, he is entitled to declare another Carte Blanche, on showing the card drawn to his adversary; and so on, after every card drawn, until he draws a King, Queen, or Knave.

PLAYING.

17. If a player play with more than nine cards he is rubiconed; but the amount to be added to his adversary's score is not to exceed nine hundred, exclusive of the thirteen hundred for a Rubicon game.

18. If both players play with more than nine cards, the game is null and void.

19. If a player play with less than nine cards, the error cannot be rectified. He is liable to no penalty; his adversary wins the last trick.

20. If both players play with less than nine cards, the deal stands good, and the winner of the last trick scores it.

21. If one player play with more than nine cards, and the other with less than nine, the deal stands good. The player with more than nine cards is rubiconed (as provided in Law 17), and neither player scores the last trick.

22. If a faced card be found in the stock after the play of the hand has begun, it must be turned face downwards, without altering its place in the stock.

23. A card led in turn may not be taken up after it has been played to. A card played to a trick may not be taken up after the trick has been turned, or after another card has been drawn from the stock; but if two or more cards be played together, all but one may be taken up; and cards accidentally dropped may be taken up.

24. A card led out of turn must be taken up, unless it has been played to. After it has been played to, it is too late to rectify the error.

25. A player who wins a trick containing a Brisque should at once take up all the played cards on the table, and turn them face downwards near himself. If he fail to do so, his adversary is entitled, as soon as he has won a trick, to take up all the played cards on the table. Tricks turned may not be looked at (except as provided in Law 27).

26. The stock may be counted, face downwards, at any time during the play. A player counting the stock should be careful not to disturb the order of the cards.

27. A player may not count the Brisques in his tricks so long as more than twelve cards remain in the stock.

DRAWING.

28. If the winner of a trick see two cards when drawing from the stock, he must show the top card to his adversary.

29. If the loser of a trick draw the top card of the stock and see it, he must restore the card drawn in error, and must show the next card to his adversary; but if the loser of a trick draw the top card, and the winner draw the next card and see it, it is too late to rectify the error, and the players retain the cards erroneously drawn.

30. If the loser of a trick, after the winner has drawn, see two cards when drawing from the stock, his adversary has choice of the two cards of the following draw, and is entitled to look at both before choosing. If he choose the second card he need not show it.

31. If a player see several cards when drawing from the stock, his adversary has choice of the two cards of the following draw, and then of the cards of the next draw; and so on, as long as any card which has been seen remains undrawn; and he is entitled to look at the cards before choosing.

32. If there be an odd number of cards in the stock, the last card is not drawn.

DECLARING.

33. Declared cards must be placed face upwards on the table separate from the tricks, and (except in the case of *Carte Blanche*) must remain there until played or until the stock is exhausted.

34. If a declared card be played, and a card which restores any scoring combination or combinations be substituted, these combinations may be declared again.

35. If a player declare more than one Marriage in the same suit, he may declare a fresh Marriage whenever he plays one of the declared cards, so long as a King and Queen remain on the table.

36. A player who has declared Marriage may afterwards add the Ace, Ten, and Knave of the same suit as the Marriage, and declare Sequence; or he may declare Sequence without first declaring the Marriage.

37. A King or Queen once declared in Sequence cannot be afterwards used to form part of a Marriage; but a player, having declared Sequence, may declare Marriage with a fresh King and Queen of the same suit.

38. *Bézique* combinations may be declared separately, and may be afterwards united to form a superior combination; or Single, Double, or Triple *Bézique* may be added to any already declared combination, to form a superior one; or Double, Triple, or Quadruple *Bézique* may be at once declared, without having been previously declared separately. *Bézique* cards once declared in a superior

Bézique combination cannot be afterwards used to form part of an inferior one; but they may be used to form part of equal or superior combinations with a substituted card, or with added cards, or with both.

39. A player who has cards on the table with which he might form a scoring combination is not bound to declare it.

SCORING.

40. A player declaring—

Carte Blanche,	.	.	.	scores	50
Marriage in trumps,	.	.	.	"	40
Marriage in plain suits,	.	.	.	"	20
Sequence in trumps,	.	.	.	"	250
Sequence in plain suits,	.	.	.	"	150
Bézique,	.	.	.	"	40
Double Bézique,	.	.	.	"	500
Triple Bézique,	.	.	.	"	1500
Quadruple Bézique,	.	.	.	"	4500
Four Aces,	.	.	.	"	100
Four Kings,	.	.	.	"	80
Four Queens,	.	.	.	"	60
Four Knaves,	.	.	.	"	40

41. The first Marriage scored makes the trump suit. If no Marriage has been scored, the first Sequence scored makes the trump suit.

42. A player can only score a declaration on winning a trick and before drawing, except in the case of Carte Blanche, which is scored before playing, and independently of winning a trick.

43. Only one declaration can be scored at a time; but if a player declare a Carte Blanche which contains Four Aces, he may also score Four Aces if he win the trick, notwithstanding that he has already scored Carte Blanche.

44. If the winner of a trick have two or more declarations to score, he may choose which he will first score. On winning another trick, he may similarly choose which of the remaining declarations he will score, or he may make and score a fresh declaration, and leave any unscored declarations still to score on winning another trick.

45. A player who has a declaration to score should repeat after every trick what he has to score. He may score it at any time on winning a trick, and before drawing.

46. If a player who has a declaration to score play a card of the combination before scoring it, he loses the score.

47. If a player have a Marriage to score, and, on winning a trick, add to the Marriage the Ace, Ten, and Knave of the suit, and score Sequence, he loses the score for the Marriage.

48. If a player have an inferior Béziqne combination to score, and, on winning a trick, add to the Béziqne combination cards which form a superior Béziqne combination, and score the superior combination, he loses the score for the inferior one.

49. A player who has a declaration to score is not bound to score it.

50. If a player erroneously score a declaration which does not constitute a scoring combination, and the error be not discovered before a card of the next trick has been played, the score marked stands good; and so on for all subsequent scores similarly marked before the discovery of the error.

51. If an error in marking the score be proved, it may be corrected at any time during the game.

52. No declaration can be scored after the stock is exhausted.

THE LAST NINE TRICKS.

53. The winner of the last trick adds fifty to the score.

54. The winner of the last trick is bound to score it (except as provided in Law 21).

55. If, during the play of the last nine tricks, a player fail to follow suit when able, or fail to win the card led when able,—on detection of the error, the card erroneously played, and all cards subsequently played, must be taken up and replayed.

COMPUTING THE GAME.

56. The Brisques (Aces and Tens) score ten each to the player having them in his tricks; but the Brisques are only taken into account as provided in Laws 60 and 61.

57. The winner of the game deducts the score of the loser from his own (excluding fractions of a hundred), and the difference, with five hundred added for the game, is the number of points won. If the difference between the scores be less than a hundred, the winner adds a hundred to the score of five hundred for the game.

58. If the loser fail to score a thousand, he is rubiconed. The winner, whether his score reach a thousand or not, adds the score of the loser to his own (excluding fractions of a hundred), and the sum, with thirteen hundred added for the game, is the number of points won.

59. If a player who is rubiconed has scored less than a hundred,

the winner adds a hundred to his score, in addition to the score of thirteen hundred for the game.

60. If the loser of a game fail to score a thousand, but have in his tricks a sufficient number of Brisques to bring his total score to a thousand, he is not rubiconed. Each player adds his Brisques to his score, and the game is computed as provided in Law 57.

61. If the scores be so nearly equal that the Brisques must be taken into account in order to decide who wins the game, and the loser be not rubiconed, each player adds his Brisques to the score, and the game is then computed as provided in Law 57; but if the loser be rubiconed, the Brisques, though taken into account in order to decide who wins the game, are not added to the scores, and the game is computed as provided in Law 58. In the case of a tie after adding the Brisques, the game is null and void.

INCORRECT PACKS.

62. If a pack be discovered to be incorrect, redundant, or imperfect, the deal in which the discovery is made is void. All preceding deals stand good.

63. If a card or cards which complete the pack be found on the floor, the deal stands good.

CHANGING CARDS.

64. Before the pack is cut to the dealer, a player may call for fresh cards at his own expense. He must call for four fresh packs.

65. Torn or marked cards must be replaced, or fresh packs called for at the expense of the two players.

BYSTANDERS.

66. If a bystander call attention to any error or oversight, and thereby affect the score, he may be called on to pay all stakes and bets of the player whose interest he has prejudicially affected.

TEN PINS.

STANDARD AMERICAN GAME.

The description of the Regular American Game is here given substantially as adopted by the leading Bowling Clubs, and in the principal Bowling Alleys of public resort.

TECHNICAL TERMS.

BREAK.—When any of the ten pins are left standing at the end of a roll, it is called a *Break*, and only the pins down are scored in that roll.

DEAD WOOD.—Pins knocked down and remaining on the alley after a ball has been played. Dead Wood must be removed before another ball can be played; but this is only strictly adhered to in matches and tournaments.

FOOT MARK.—A line drawn across the alley, beyond which a player is not permitted to deliver a ball.

FRAME.—The spots marked on the end of the alley to designate the position of the pins. When the pins are set up in position, they constitute a full *Frame*. In the American game, the ten pins are arranged in the form of an equilateral triangle; the nine pins of the German games are set up in the shape of a diamond.

HEAD PIN.—The front pin, nearest to the player and at the front apex of the triangle.

INNING.—An *inning* or *roll* consists of three balls played in succession. If, however, the ten pins are knocked down with less than three balls, the roll is ended.

KING PIN.—The pin in the center of the triangle.

POODLE.—Is when a ball rolls off the alley into the gutter without touching the pins.

ROLL.—*See Inning.*

SPARE.—If all the pins are down with two balls, it is called a *Spare*; the third ball of that roll is not played, but the pins knocked down by the first ball of the next roll are added to and counted with the ten made in the *Spare*, and also counted in the score of the roll in which they occur. A *Spare* is marked thus: \.

STRIKE.—When the ten pins are all down with the first ball of a roll, it is called a *Strike* or *Double Spare*, and the remaining two

balls of that roll are not played. The pins knocked down by the next *two* balls played are added to and counted with the ten *Strike*, as well as in the score of the rolls in which they occur. A *Strike* is marked thus: \times .

THE ALLEYS.

An alley consists of a raised platform, with a channel or gutter on each side of it. The regulation dimensions of the alley are three feet six inches in width, and long enough to allow of an interval of sixty feet between the *head pin* and the *foot mark*, besides the space required for the *frame*, at the farthest end, and sufficient room at the players' end for the delivery of the ball behind the *foot mark*. Two contiguous alleys are used in playing the games. Two of the competitors can thus play at the same time, but each player uses the two alleys alternately, and with equal advantage.

THE PINS.

The proper size of the pins is generally defined in the rules regulating match and tournament games, viz., fifteen to sixteen inches in height, fifteen inches in circumference at the thickest part, and



FIG. 1.

two to two and a quarter inches in diameter at the base. The spots marked on the alley upon which the ten pins stand are arranged in an exact equilateral triangle (*see* Fig. 1), each side of which measures three feet from center to center of the spots at each angle; the intermediate spots being exactly a foot apart from center to center of contiguous spots on the same line. The base or back line of the triangle is parallel with and six inches from the end of the alley.

THE BALLS.

The balls in general use are of various sizes, but none are permitted to be over twenty-seven inches in circumference, and must be made of wood. In later years, the introduction of finger and thumb holes has greatly facilitated the handling of the balls.

SCORING.

Each player is entitled to ten *rolls* or *innings* of three balls each; or less, if all the pins are all down with less than three balls.

Two consecutive innings cannot be played on the same alley; the two alleys must be used by a player alternately for each new inning. The score is kept upon a blackboard laid out into eleven columns; the left-hand column is numbered vertically downwards from one to ten, the figures denoting the ten innings allotted to each player.

The players' names are placed over the head of each of the remaining ten columns.

In order to illustrate the manner in which the score is kept, we will follow the course of one player in the game, whom we will designate A, as seen in Fig. 2.

Inning	A
1	30 ×
2	58 ×
3	77 ×
4	86
5	101 \
6	108
7	108
8	
9	
10	

FIG. 2.

First Inning.—Suppose A plays his first ball and makes a Strike; this ends his play for this inning, and the Strike is recorded by a ×, denoting 10 towards the score of this inning, with two balls to spare.

Second Inning.—When his turn to play comes round again, he takes his position on the other alley, and plays his first ball, again making a Strike; this ends his second inning, which is also marked as before with a ×.

He has now 20 points, so far, good on his first inning; 10 good on his second inning, and two balls to spare.

Third Inning.—In this, he again succeeds in getting all the pins down with his first ball; this is again marked with an ×, and the inning is ended.

This ten-strike completes his first inning with a score of 30; leaves him 20 good on his second inning, and 10 good towards his third, and two balls to spare.

Fourth Inning.—In this, he gets eight pins with his first ball, which completes the score for his second inning, making 28; this,

added to his previous 30, brings his score at the close of the second inning 58, with 18 good for the third inning.

With the second ball of this fourth inning he knocks down only one pin, completing the score of his third inning with 19, making the score against the third inning aggregate 77.

The third ball of this inning misses, giving him 9 points, and bringing his total score so far up to 86.

[NOTE.—According to present usage, when nine pins are down with the first two balls of an inning, the player may claim the privilege of omitting his third ball, and scoring 10 for that inning, but it counts for only 9 in completing the score of a previous Strike.]

Fifth Inning.—The first ball makes seven pins; the second ball knocks down the remaining three, leaving him one ball to spare. This ends the inning, and the Spare is recorded with a \, denoting 10 good for this inning.

Sixth Inning.—The first ball makes five pins; this completes his fifth inning with 15 points, and brings his score up to 101.

The second ball knocks down two more pins; his third ball misses. This gives him 7 for this inning, or 108 in all.

Seventh Inning.—This is an unfortunate inning, resulting in three successive Poodles, adding 0 to his score. This inning is therefore recorded with the same score as the previous one, 108.

The foregoing example covers all contingencies of play without pursuing it any further, except in the case of a Strike occurring in the tenth inning. Should this happen, the pins are set up again, and the two spare balls are played on the same alley upon which the Strike was made. If the first spare ball also makes a Strike, the pins are again set up for the second spare ball, which when played is conclusive.

Ten consecutive Strikes, and two final spare balls also Strikes, would make 300, the highest possible score.

The game is played by two or more players, the loser or losers playing for the use of the alleys.

When several persons engage in the game, it is usual to group them into two opposing parties or sides; in some cases, when an uneven number are taking sides, resulting in one side being one man short, the odd man is balanced by a dummy, whose innings are rolled by the side on which the dummy falls, each one rolling for dummy in rotation.

SIXTY-SIX.

The game of Sixty-six is played by two persons, with twenty-four cards, viz.: the Ace, Ten, King, Queen, Knave, and Nine of each suit, the cards ranking in value in the order named above, trumps being the superior suit, as at Whist, etc.

The player who cuts the highest Sixty-six card deals.

The cards are cut by the eldest hand, after having been shuffled by the dealer, who then gives each player six cards, three at a time, commencing with the eldest hand, turning up the next, or thirteenth card, for trump, which is laid on the table—not on the talon, as in other games. The remainder of the pack (called the *talon* or *stock*) is placed face downwards apart from the trump card.

PLAYING AND DECLARING.

The non-dealer now leads, and may play any card in his hand. The dealer may play to it any card he pleases, without restriction as to suit or value, and the two cards thus played constitute a trick. The highest card of the suit led wins the trick, but trumps beat all inferior suits.

The player who wins the trick places it, face downwards, in front of himself, and then draws the top card from the *talon*; his adversary draws the next card. This restores the cards in hand to six, as before the lead.

A player is not permitted to examine a trick after it is turned and quitted.

The winner of the trick has the lead, and the players proceed, alternately playing and drawing, until the talon is exhausted, one of the players *closes*, or sixty-six is reached.

A player who holds or draws the Nine of trumps may discard it for the turn-up card. This may be done at any time after he wins a trick, whether he is leader or not, unless the Nine happens to be the bottom card of the *talon*, when the player drawing it must keep it. A player having taken a trick may exchange the Nine of trumps for the turned-up trump, even though the trump be turned down (*see* Closing), provided he exchange it before he play to the next trick.

The game consists of seven points, and the player who first scores that number wins the game.

The points are made in the following manner :

One point if a player makes sixty-six before his adversary counts thirty-three or more.

Two points if he makes sixty-six before his opponent counts thirty-three.

Three points if he makes sixty-six before his adversary makes a count in that hand.

The cards count as follows to the winner of the trick containing them :

The Ace counts	.	.	11	The Queen counts	.	.	3
The Ten "	.	.	10	The Knave "	.	.	2
The King "	.	.	4	The Nine has no value.			

Marriage consists of King and Queen of the same suit held in the hand of one player. A Marriage can only be *declared* after winning a trick, and before leading again; consequently the non-dealer cannot declare when he leads his first card.

Marriage is declared by showing the King and Queen. A player having declared a Marriage must then lead one of the declared cards. The immediate lead of a declared card being compulsory, it follows that only one Marriage can be declared at a time. A declared Marriage counts just the same, whether the card of it led wins the trick or not.

Marriage in trumps, when declared, counts forty; Marriage in plain suit, when declared, counts twenty.

No record of the count toward sixty-six is permitted. As the hand is played, each player must keep his own count mentally. A good player will also keep his adversary's count.

PLAYING THE LAST SIX TRICKS.

After the cards have been drawn from the *talon* so that only one card remains, the winner of the previous trick takes that card, his adversary the turn-up trump, or the Nine if it has been discarded, and the play of the *last six tricks* begins. The mode of play now changes.

The second hand *must follow suit* to the card led, and it is compulsory to win the trick. If the second hand cannot follow suit, he *must trump the trick* if he can. (*See Law 20.*)

Marriages can be declared after the *talon* is exhausted.

When the cards are all played out in this manner, the player who wins the twelfth, or last trick, counts ten toward sixty-six.

In course of play, if either player reaches the count of sixty-six or more, he declares it at once.

If the hand is played to its conclusion, and both players count

only sixty-five, neither can score, but the winner of the next hand scores one point extra.

No more cards are played after sixty-six has been declared; the unplayed cards in hand are void and have no value.

When sixty-six is declared and the claim is conceded by the opposing player, the hand is ended, and the successful player scores the point or points made.

When a player announces sixty-six, his adversary may examine the tricks to ascertain whether the announcement is correct.

CLOSING.

If, at any time before the talon is exhausted, a player thinks he can make sixty-six without further drawing, he may, *when it is his turn to lead*, turn down the turned-up trump. This is called *closing*.

The eldest hand may *close* before a card is led, and consequently before a trick has been taken.

The leader has the option of closing either before or after drawing from the talon, but his adversary has no choice about the matter, and must play either with or without drawing, as the leader elects.

All drawing is discontinued as soon as the leader closes, and the last five or six cards (just as the case may be) are played subject to the same rules and conditions as those in operation when playing the *last six tricks* after the talon is exhausted; with the exception that the winner of the last trick does not count ten.

If the player closing makes sixty-six or more, he scores one, two, or three points toward game, according to his opponent's count. If the player closing fails to count sixty-six, or if his adversary wins a trick after the game is closed, and correctly announces sixty-six before the player closing announces sixty-six, the adversary scores one point if the closing player is thirty-three or more; two points if the closing player is less than thirty-three.

If a player closes before his opponent has won a trick, and fails to count sixty-six, the opponent scores three points.

LAWS OF SIXTY-SIX.

CUTTING.

1. A cut must consist of at least two cards. When cutting for deal, the player cutting first must leave sufficient cards for the player cutting last to make a legal deal. The player who cuts last must not leave less than two cards in the remainder of the lower packet.

2. When cutting for deal, if more than one card is exposed the player must cut again.

3. When cutting to the dealer, if a card is exposed there must be a fresh cut.

4. If in reuniting the separated packets the dealer exposes a card, or there is any confusion of the cards, there must be a fresh cut.

SHUFFLING AND DEALING.

5. Each player has the right to shuffle, and it is the dealer's right to shuffle last; but if the dealer shuffles after the pack is cut, there must be a fresh cut. The cards must not be shuffled below the table, nor so that the faces of the cards may be seen.

6. The players deal alternately throughout the game.

7. The dealer must deal six cards to each player, three at a time, and turn up the next, or thirteenth card, for trump.

8. If the dealer fail to give the proper number of cards, that is, three at a time, and the error is discovered before the trump card is turned, there must be a fresh deal.

9. If the dealer gives his adversary, or himself, too many or too few cards, there must be a fresh deal.

10. If the dealer expose a card in dealing, his adversary may, if he chooses, demand a fresh deal.

11. If there is a faced card in the pack, or if the cards have been dealt without having the pack properly cut, there must be a fresh deal.

12. When either of the laws 8, 9, 10, or 11 come into operation, the dealer must deal over again.

13. If a player deal out of turn, his adversary may stop him at any time before the trump card is turned; but if the trump card is turned, the deal stands good.

DRAWING AND PLAYING.

14. If a player draws out of turn, and his adversary does not discover the error previous to drawing himself, there is no penalty. If the adversary discovers the error before drawing, he may draw and proceed with the game; or he may end the hand and score one point.

15. If a player omits to draw when he ought, and plays a card before discovering the error, his adversary may allow the offending player to draw, and proceed with the game, or he may end the hand and score one point.

16. If a player draws when he has six cards in his hand, his ad-

versary may require the delinquent player to play next time without drawing, or he may end the hand and score one point.

17. If the player whose turn it is to draw first lifts two cards in drawing, his adversary may have them both turned face upwards, and then choose which he will take.

18. If the player whose turn it is to draw second lifts two cards in drawing, his adversary has the right to see the one improperly lifted, and at the next draw the top two cards are turned face upwards, and the player not in fault may choose which he will take.

19. If a player leads out of turn, or, having announced a Marriage, leads a wrong card, there is no penalty. If the adversary plays to the card led, the error cannot be rectified.

20. When the talon is exhausted, or *after* the trump card has been turned down, suit *must* be followed, otherwise trumped; and a player *must* take the trick if he *can*. He is not necessarily compelled to play his *best* card, provided he has an inferior card high enough to take the trick. Failure to do this is a revoke, and forfeits the game.

21. If a player announces sixty-six, and on examination it appears that he cannot count as much, his adversary scores two points, and the hand is ended.

22. The turned and quitted tricks must not be searched during the play of the hand.

THREE-HANDED SIXTY-SIX.

The game of Sixty-six is frequently played by three persons; indeed, this is a favorite practice among Germans. This, however, involves some modifications in certain points.

In the three-handed game, the deal passes in rotation to the left, the dealer giving the other two players their six cards, commencing with the eldest hand, but none to himself; and when the round is finished, counts to his score the same number of points made by the winner of that round. But he cannot count his seventh point with the hand he dealt.

For example, if the dealer have already six points, he cannot count the one or more points made in that hand, but must wait till the deal passes, and play the game out with his own hand. Or if he have four points, and three points are made in the hand dealt by him, he can score only two points, making him six. Dealer can never count out.

The three-handed game is almost always played by the Germans for a stake, the amount of which is agreed on before beginning to play. The player who makes game first stands out of the game, leaving the other two to play it out, to decide who is the loser, and the loser must pay a stake to each of the others, but has the first deal for the next game. The first deal is a slight advantage, as the dealer must score.

If, when the first player goes out, it should be his turn to deal next, he must do so before retiring from the game — because otherwise the lead would be reversed to the other two players.

Thus: A, B, and C are playing; A is dealer; B goes out in that hand, but must deal the next hand before retiring, preserving the lead to C, who is entitled to it. If he retired before dealing, the deal would pass to C, making A eldest hand, a manifest injustice to C.

FOUR-HANDED SIXTY-SIX.

This is a modification of the game of Sixty-six for four players, and is a very popular four-handed game played by the Germans, who call it *Kreutz-Mariage*.

The Sevens and Eights are left in the pack. The players cut for deal and for partners, as at Whist, except that the highest deals. The deal and play of the cards is conducted as at Whist, except that a player unable to follow suit must trump if able to head or win the trick, and when trumps are led the players must head the trick, if able. The trump card belongs to the dealer, and cannot be exchanged, and there is no Marriage or closing. The counting cards in the tricks reckon the same as at Sixty-six, and the winners of the last trick add ten to their score. If at the end of the hand the winners count sixty-six, and less than a hundred, they mark one point; if over a hundred and less than a hundred and thirty, two points; if they win every trick, three points. The side winning the Ten of trumps scores a point at once.

ALL-FOURS.

All-Fours, also known as *Old Sledge*, or *Seven Up*, is usually played by two players, with the full pack of fifty-two cards, which rank in play as at Whist, the Ace being the highest and the Two the lowest. The game is usually seven points.

There are four different points which count toward the score, whence the name *All-Fours*. Such points are as follows:—

HIGH.—The highest trump out, scoring one to the original holder.

LOW.—The lowest trump out, scoring one to the original holder.

JACK.—The Knave of trumps, scoring one to the dealer if turned up; if otherwise, to the winner of the trick to which it falls.

GAME.—Scoring one to the ultimate holder of the more valuable cards in the tricks won by him, according to the following scale:

For each Ten (trump or otherwise),	.	.	.	10
For each Ace	"	.	.	4
For each King	"	.	.	3
For each Queen	"	.	.	2
For each Knave	"	.	.	1

The other cards do not count towards game.

When a tie for game occurs, the non-dealer or eldest hand scores the point.

METHOD OF PLAYING.

The players cut for deal, the highest card having the preference. The dealer gives six cards to each, three at a time, turning up the thirteenth as trump. If the elder hand is dissatisfied with his cards, he may say, "I beg," in which case the dealer is bound either to allow him (by the phrase, "Take one") to score one point, or to give each player three more cards from the pack, turning up that next following by way of fresh trump card. If this should chance to be of the same suit as the original trump, the dealer is bound to give three more cards to each, again turning up the seventh, until a new suit does actually turn up. If the turn-up card be a Knave, the dealer scores one, this taking precedence of any other score. If, by reason of the elder hand "begging", there is a further deal, and the dealer a second time turns up a Knave, he again scores one. The elder hand leads any card he pleases. His antagonist must follow suit or trump, his right to do the latter not being affected by his holding cards of the suit led. If, however, having a card of the suit

led, he neither follows suit nor trumps, he becomes liable to the penalty of a revoke, as hereafter explained.

The player of the highest card of the suit led, or a trump, wins the trick, which is turned down as at Whist, and so on throughout all the tricks. In scoring, the order of precedence is (1) *High*, (2) *Low*, (3) *Jack*, (4) *Game*; subject, as we have seen, to the contingency of "Jack" having been the turn-up card, the point for this being scored before the hand is played.

The play is mainly directed to capturing the Jack, and such cards as may score toward game.

FOUR-HANDED ALL-FOURS.

The players cut to decide who shall be partners; the two highest playing against the two lowest, and facing each other, as at Whist. The right to the first deal is decided by the cut, the highest dealing. Afterwards each player deals in rotation.

The dealer and the elder hand alone look at their cards in the first instance, the option of begging resting with the latter. The other two players must not take up their cards till the dealer has decided whether he will "give one", or "run the cards" for a new trump.

The players play in succession as at Whist, four cards constituting a trick. In other respects the play is the same as in the two-handed game.

LAWS OF THE GAME OF ALL-FOURS.

CUTTING AND DEALING.

1. The deal is determined by cutting the cards, and the player cutting the highest card deals. In cutting, the Ace is the highest card, and ties cut again.

[In the four-handed game, the two highest play against the two lowest.]

2. Less than four cards is not a cut, and the player cutting must leave at least four cards at the bottom of the pack.

3. If a card be exposed, a new cut may be demanded.

4. The dealer must give each player three cards at a time, alternately if two are playing, and in rotation, beginning with the player to his left, if four are playing. In this order he must deliver six cards to each player.

5. If the dealer deals without having the cards properly cut; or if a card is faced in the pack; or if the dealer in any way expose any of his adversary's cards; or if he give to either player too few or too

many cards, there must be a fresh deal. The cards are re-shuffled and re-cut, and the dealer deals again. If the dealer expose any of his own cards, the deal stands good.

6. After the first deal the players, if only two, deal alternately. If more than two, in rotation to the left.

THE SCORE.

7. The points score in the following order of precedence: 1st, *High*; 2d, *Low*; 3d, *Jack*; 4th, *Game*.

[Thus it will be seen that if two parties are playing, and the game stands six points each, he who scores high goes out first, as that takes precedence of the other points, unless Jack is *turned up* by the dealer. The same is the case when the game stands *five* to *six*; the former goes out on *High* and *Low*, although the latter may make *Jack* and *Game* in play; but if the former make *High*, *Jack*, the latter will go out on *Low*.]

8. Each Jack turned up by the dealer counts one point for him in the game, unless a misdeal should occur *before* the Jack is turned.

[If the dealer turns Jack, and a misdeal should occur afterwards, even though it be in the same hand, or if he turns Jack and the cards run out by reason of the same suit being turned, he is not debarred from scoring the point.]

9. Should there be a tie for *Game*, the non-dealer or eldest hand scores the point.

THE BEG.

10. If a player beg, it is at the option of the dealer to give him one point or run the cards for a new trump. When playing three-handed, if the dealer give one player he must give both.

[Running the cards is accomplished in the following manner: The dealer having laid aside the old trump, deals three more cards to each player, and then turns up the next card for the new trump. If, however, the card turned up should be of the same suit as the original trump, the dealer must repeat this operation until the trump suit is changed.]

11. No player may beg more than once in each hand.

[There is nothing to prevent the dealer and the eldest hand from *bunching the cards*, i. e., having a fresh deal, after the latter has begged and the cards have been run by the former, provided they mutually agree to do so; or if the new trump is unsatisfactory to both, they may agree to run them again instead of bunching; but a suit cannot become trump that has once been turned down during the deal; this, however, is more a matter of agreement than of actual law.]

12. Should the same suit be turned until the cards run out, then the cards must be bunched, and dealt anew.

[The dealer *must* give each player three cards *before* turning for a new trump, and continue doing so until a trump is obtained. When he cannot comply with this condition, a new deal ensues.]

13. When playing the four-handed game, the *dealer* and the player on his *left only* are permitted to look at their cards previous to the latter deciding upon his hand. Should he beg, the other players must not raise their cards until the dealer announces whether he will "give one", or run the cards to another trump.

THE REVOKE.

14. Each player must follow suit, if he can, unless he chooses to trump, and failing to follow suit, provided he can (unless he trumps), he becomes liable to the following penalties:

I. If the player making the revoke make Jack and Game, he cannot score either point, but his adversary may add both points to his score.

II. If the player making the revoke make either Jack or Game, when both points are out, he cannot score the point, but his adversary may add two points to his score.

III. If both Jack and Game are out, and the revoking player holds Jack, but does not make it, his adversary may score two points.

IV. If Jack is not out, the adversary scores one point for the revoke.

V. If a player revokes, his side cannot win the game in that hand; *i. e.*, he or they cannot go beyond the point of six.

15. A revoke is established as soon as the trick in which it occurs is turned and quitted; or a card has been led for the next trick. (*See note to Law 44, Game of Boston.*)

PLAYING OR LEADING OUT OF TURN, AND EXPOSED CARDS.

16. All exposed cards may be called, and the offending party compelled to lead or play the exposed card or cards when he can legally do so, but in no case can a card be called if a revoke is thereby caused. The following are exposed cards:

I. Two or more cards played at once.

II. Should a player indicate that he holds a certain card in his hand.

III. Any card dropped on the table, but not upon the floor, with its face upwards.

IV. All cards exposed, no matter how exposed, whether by accident or otherwise, so that a partner can see them and an opponent can distinguish and name them.

17. If any player lead out of turn, his adversaries may demand of him to withdraw his card, and the lead may be compelled from the right player, and the card improperly led be treated as an exposed

card, and called at any time during that deal; provided that no revoke is thereby caused.

18. If any player lead out of turn and the mislead is followed by the other three, the trick is completed and stands good; but if only the second, or the second and third, have played to the false lead, their cards, on discovery of their mistake, are taken back, and there is no penalty against any one except the original offender, whose card may be called.

19. If any player play out of turn, his opponents may compel him to withdraw his card, and the card improperly played may be treated as an exposed card, and called at any time during that deal, provided no revoke is thereby caused.

20. If two cards be played, or if the player play twice to the same trick, his opponent can elect which of the two shall remain and belong to the trick; provided, however, that no revoke be caused.

21. A party refusing to play an exposed card on call forfeits a revoke.

[Laws 16 to 21 apply only to the three- or four-handed game.]

INCORRECT PACKS.

22. If a pack be discovered to be incorrect, redundant, or imperfect, the deal in which the discovery is made is void. All preceding deals stand good.

PITCH.

This is played the same as the game of All-Fours, with the following exceptions: 1st. There is no begging. 2d. No trump is turned. 3d. The eldest hand has the privilege of making any suit he chooses trump, the first card he leads, or *pitches*, being trump. 4th. In the event of a tie in counting Game, no Game is scored by either party.

In all other particulars Pitch is played precisely the same as regular All-Fours, and all the laws of the latter game apply to it with equal force, except the modifications enumerated and explained above.

PEDRO SANCHO.

This game is derived from Auction Pitch, which also is the offspring of the game of All-Fours.

Any number of persons may play, but six or eight make the best game.

Pedro Sancho is played with a pack of fifty-two cards.

THE DEAL.

The deal is determined by throwing around a card to each player, and the player receiving the highest card deals. Ties cut over. The cards rank as at Whist.

After the cards have been shuffled, and cut by the player to the right of the dealer, the deal is performed by giving six cards to each player, three at a time, beginning with the player to the left of the dealer. No trump is turned.

RANK AND VALUE OF THE POINTS.

The following are the points that may be made in one hand, in their regular order of precedence:

				COUNTS
1.	HIGH.—The highest trump out,	.	.	one point.
2.	LOW.—The lowest trump out,	.	.	one point.
3.	JACK.—The Knave of trumps,	.	.	one point.
4.	GAME.—The Ten of trumps,	.	.	one point.
5.	PEDRO.—The Five of trumps,	.	.	five points.
6.	SANCHO.—The Nine of trumps,	.	.	nine points.

HIGH counts for the player who holds it.

LOW is not a sure point as in All-Fours, but counts for the player who wins it. Low may be taken by any trump.

JACK.—Jack may be taken with any higher trump.

GAME.—Any trump higher than the Ten will take Game.

PEDRO may be taken with any trump higher than the Five.

SANCHO may be taken with any trump higher than the Nine.

BIDDING TO MAKE THE TRUMP.

After the deal has been completed, the dealer proceeds to sell the privilege of making the trump.

The player to the left of the dealer has the first bid, and the bidding goes in regular rotation to the left.

The bids may pass around the board one or more times, until all the players are satisfied. For instance: After all the players (once around) have bid or refused, they may *again*, in turn, bid or supersede their former bids; and this may be repeated until the highest bid that can be obtained has been made, and accepted or rejected by the dealer.

If no player make a bid the dealer leads the trump.

PLAYING THE HAND.

The player who purchases the right to make the trump, or the dealer, if he refuse to accept the points bid for that privilege, must now lead a card of the suit he makes trump. The other players in rotation, beginning with the player to the left of the leader, must each play a card to the lead, and *follow suit if they can*. The highest card of the suit led takes the trick, and the winner of the trick has the next lead, but after the first trick has been played it is not compulsory to lead a trump. If a player cannot follow suit, he may trump the trick, or play any card he pleases. Each player must follow suit if he can, unless he choose to trump.

THE REVOKE.

If a player make a revoke, he is debarred from scoring any points he may have made in the play of the hand; and in addition, the revoking player must be set back the highest number of points that was bid (in that hand) for the privilege of pitching the trump.

Any loss an innocent player may have sustained by reason of the revoke, if claimed, must be rectified and made right, provided the same can be clearly demonstrated by subsequent examination of the tricks.

MISDEAL.

The laws of All-Fours regulating exposed cards and misdeals apply with equal force to Pedro Sancho, with this exception: When a fresh deal occurs for any cause enumerated in said laws, the player to the left of the dealer has the deal.

THE SCORE.

The score is usually kept by one of the players chosen by mutual agreement.

It is the duty of the scorer to see that the points claimed by any player are in accordance with the cards in his possession after the hand has been played.

The game is usually fifty points.

At the beginning of the game each player commences with a score of fifty points.

All the points any player may make or take are deducted from his score as soon as possible after the hand is played out.

If a player buy the privilege of making the trump, and succeeds in taking or saving the number of points bid, he not only deducts from his score the number bid, but all points he may make in excess thereof. If he fail to make or take the necessary number of points, he is *set back* the whole number of points he bid, and they are added to his score.

When the dealer sells the privilege of making the trump, the number of points he accepts must be deducted from his score as soon as the sale is completed, and before a card is led.

If the dealer refuse to sell the privilege of making the trump, he is entitled to deduct from his score *all* the points he may make, provided he make or take as many points as were offered by the highest bidder. But if the dealer fail to make or save as many points as the highest number offered, he must be set back that number of points, and they are added to his score.

If a player is *set back*, he is not permitted to count anything that hand—that is, he cannot deduct from his score any points he may have taken or saved during the play of the hand.

The points score in the following order of precedence: 1, *High*; 2, *Low*; 3, *Jack*; 4, *Game*; 5, *Pedro*; 6, *Sancho*. Thus: If two players have already reduced their score to two, and one of them has made High, Game, Pedro, and Sancho, the other could go out before him with Low and Jack.

VARIETIES OF THE GAME.

1. Sometimes it is agreed to play with the *Joker*, or the blank card, which usually accompanies a pack of cards. This makes the pack consist of fifty-three cards. The *Joker* when taken or saved scores fifteen points, and is always a trump, no matter what suit is made trump. The *Joker* may be taken with any trump, but although the lowest trump it does not score for Low. The *Joker* is called *Dom*, and in rank or order of precedence follows Sancho. When *Dom* is permitted in the game, thirty-three points may be scored in the play of one hand. The game thus played consists of one hundred points, and is called *Dom Pedro*.

2. Sancho is sometimes omitted, when only nine points can be made in the play of one hand. The game thus played consists of twenty-one points, and is known as *Pedro*.

3. When four play, the four Threes may be discarded from the pack, and twelve cards dealt to each player, so that all the cards are in play. For eight players, six cards to each will produce the same result. When less than four play, nine or twelve cards may be dealt to each, as agreed upon, to increase the chances of the counting-cards being out.

AUCTION PITCH.

This game is also known as *Commercial Pitch*, and is one of the numerous varieties of All-Fours.

Auction Pitch is played with a pack of fifty-two cards, which rank as at Whist, and by any number of persons, from four to eight.

DEALING.

The deal is determined by cutting; the player cutting the highest card deals. Ace is high. Ties cut over.

The cards are dealt the same as at All-Fours. No trump is turned. After the first hand has been played, the deal passes in rotation to the left.

SELLING THE PITCH.

After the cards have been dealt, the *eldest hand* (the player to the left of the dealer) proceeds to sell the privilege of pitching the trump.

Each player in turn has the right to make one bid, but no more.

The bidding proceeds in rotation, beginning with the player to the left of the eldest hand. The eldest hand has the last say, and may either sell to the highest bidder, or decline to sell, and pitch the trump himself.

If the seller decline to entertain the highest bid, and pitch the trump himself, he is entitled, if successful, to score all the points he may make; but if he fail to make as many points as the highest number offered, he must be *set back* just that number of points, and he cannot score anything he may have made during the play of that hand.

A player whose bid has been accepted may score not only the number of points he bid, if he make them, but also any points he may make in excess thereof.

If a player buy the privilege of pitching the trump and fail to make or save the necessary number of points, he must be set back the number of points he bid, and he cannot score anything he may have made during the play of that hand.

The seller, when he accepts a bid, scores the points at once, and before a card is led.

If no bid is made, the seller must pitch the trump himself.

SCORING.

The game is ten points. All points a player may make are deducted from his score. All points a player may be set back are added to his score. The player whose score is first reduced to nothing wins the game.

The points rank and are scored in the following order of precedence: 1. *High* (the highest trump out). 2. *Low* (the lowest trump out). 3. *Jack* (the Knave of trumps). 4. *Game* (see All-Fours, Law 7, page 214).

Case.—A, B, and C are playing Commercial Pitch. They are each nine. It is A's sell. B offers one; C offers two, which A takes. B holds the Deuce of trumps, and C makes High-Game. Who is beat? *Decision.*—C was out before B. All that C was called upon to do was to make good his bid of two in the play, and when he did that his high counted him out before B's low.

Low scores for the player who originally held it. *Jack* may be taken with any superior trump, and scores for the player who makes or saves it.

In the event of a tie in counting Game, that point is not scored by either party.

The game is usually scored on a slate, in the following manner: Two crosses are made, thus, $\times \times$. Each cross represents five points. When a player makes one point he rubs out the center of the cross, thus, \times , and when he makes another point he rubs out one of the remaining portions of the cross, and so on, until all are wiped out. If a player is set back, the additional points are marked in a similar manner.

PLAYING THE HAND.

After it has been determined who is to pitch the trump, the player having that privilege must lead a card of the suit he makes trump. Each player, beginning with the player to the left of the leader, plays a card to the lead. When all the players have played to the lead, that constitutes a trick.

The highest card of the suit led wins the trick, and the winner of the trick has the next lead.

After the first trick it is not compulsory to lead a trump, and a player may lead a card of any suit he chooses.

Each player *must follow suit* if he can, unless he choose to trump. If he have no card of the suit led, he is not compelled to trump, but may play a card of any suit he chooses.

The playing proceeds in this way until all the cards held by each of the players are played out. After the hand is played the scores are made, and a new deal ensues; this is continued until some player wins the game.

If a player make a revoke, he is debarred from scoring any points he may have made in the play of the hand; and, in addition, the revoking player must be set back the highest number of points that were bid (in that hand) for the privilege of pitching the trump.

Any loss an innocent player may have sustained by reason of the revoke, if claimed, must be rectified and made good, provided the same can be clearly demonstrated by subsequent examination of the tricks.

In all other particulars this game is governed by the laws of All-Fours.

FOUR-HANDED BEZIQUE.

When playing Four-handed Béziqne, four packs of cards are employed. The players may all play against each other, or with partners. When playing with partners, the partners are cut for, two highest against two lowest, and sit opposite to each other, as when playing Whist.

Triple Béziqne counts 1500, and all the cards of Triple Béziqne must be on the table at the same time, but the Béziqnes may be declared from the hand of either partner. A player may declare when he or his partner takes a trick. In playing the last eight tricks, the winner of the previous trick plays with his left-hand opponent; these two play their cards against each other, and score the Aces and Tens, and then the other two similarly play their cards. The game is usually 2000. One player scores for himself and partner.

CALIFORNIA JACK.

This game is usually played, by two or four persons, with a pack of fifty-two cards, which rank as at Whist.

The deal is determined by cutting the cards; the player cutting the highest card deals. Ace is high, and ties cut over.

After the deal has been determined, and the cards cut by the player to the right of the dealer, the dealer delivers six cards to each player, three at a time, in rotation, beginning with the player to his left.

After the cards have been dealt, the dealer turns the remainder of the pack (the stock) face upwards upon the board. The exposed card determines the trump suit. The exposed card is then taken by the dealer and slipped into the stock, as near the center as possible, and the stock remains face upwards. Sometimes the dealer, instead of placing the trump card in the center of the stock, shuffles the stock back upwards, and then turns it face upwards again. This is done to prevent any possible indication of the whereabouts of the trump card.

The eldest hand, that is, the player to the left of the dealer, now leads any card he chooses, and each player, beginning with the player to the left of the leader, plays a card to the lead.

When all the players have played to the lead, that constitutes a trick. The highest card of the suit led wins the trick; and the winner of the trick has the next lead.

Each player *must follow suit* if he hold a card of the suit led. If he have no card of the suit led, he is not compelled to trump, but may play a card of any suit he chooses.

After each trick is played, the dealer gives the exposed card on the top of the stock to the winner of the trick, and the next card to the next player on his left, and so on; one card to each player, all face upwards. Each player will thus continue to hold six cards in hand until the stock is exhausted.

The game is usually ten points, and the points score in the following order of precedence: 1. *High*, the Ace of trumps. 2. *Low*, the Deuce of trumps. 3. *Jack*, the Knave of trumps. 4. *Game*. High is the only sure point. Low, Jack, and Game are each scored by the player who takes or saves them in play.

This game, except in the above particulars, is governed by the same laws as All-Fours.

CINCH OR HIGH-FIVE.*

This is another of the numerous progeny of All-Fours, and is also sometimes known as *Double Pedro*.

Cinch is played with a pack of fifty-two cards, which rank the same as at Whist.

The game may be played by two, three, or four persons. Four-handed Cinch is usually played with partners, and is by far the most interesting game.

THE DEAL.

The deal is determined by cutting, and the player who cuts the lowest card has the deal.

The dealer shuffles the cards, and after the player to his right has cut he deals to each player nine cards, three at a time; alternately, if two are playing; or in rotation, beginning with the player to his left, if three or four are playing. No trump is turned.

The deal, after the first hand has been played, passes to the left.

BIDDING FOR THE TRUMP.

After the deal has been completed, the players proceed to bid for the privilege of naming the trump suit. Each player is entitled to *one bid only*.

The bidding is commenced by the eldest hand, and passes in rotation to the left, the dealer having the last bid.

After a player has made a bid he cannot change it.

The player who bids the highest number of points names the trump suit.

If no other player bids, the dealer must bid one point and name the trump.

DISCARDING AND DRAWING.

The successful bidder has the lead.

Before leading he must announce the trump suit, and discard from his hand to the table, face upwards, three cards, or as many more as he pleases, the dealer discarding last. (*See Law 25.*)

Six cards constitute a hand, and if a player discards more than three, the dealer must give him sufficient cards to make up the deficient hand to the correct number (six). The cards are helped in rotation to the left, the dealer helping himself last. (*See Laws 26 and 27.*)

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[Sometimes the following variation is played: The successful bidder for the trump does not name the trump suit until all the cards remaining in the pack are dealt, two at a time to each player, thus giving each player thirteen cards. The trump suit is then declared, and each player retains in his hand six cards, discarding all the others.]

PLAYING THE HAND.

The successful bidder leads to the first trick any card that he pleases, there being no compulsion to lead a trump.

[Some coteries insist that the first lead must be a card of the trump suit. This point must be determined previous to the first bid, otherwise the above rule governs.]

The other players, in rotation, beginning with the player to the left of the leader, must each play a card to the lead.

The highest card of the suit led, unless trumped, wins the trick.

A player must follow suit if he can, unless he chooses to trump; in this latter case, trumping when able to follow suit is allowable and does not constitute a revoke. If unable to follow suit, he may trump or trash as he chooses.

The winner of the trick has the next lead.

When a trick is taken it must be gathered and immediately placed face downwards by the winner or his partner.

Any player may demand to see the last trick, but no more.

After the hand is played to a conclusion, the player, or side, if playing partners, who has named the trump suit, may search the discard pile and add to his or their score any points that may be contained therein. (*See Law 37.*)

LAW'S OF THE GAME OF CINCH.

FORMATION OF TABLE.

1. The players decide who shall be partners by cutting the cards, the two highest playing against the two lowest.

2. Two players cutting cards of equal value (in cutting for partners), unless such cards are the two highest, cut again; should they be the two lowest, a fresh cut is necessary to decide which of those two deals.

3. Each player sits opposite his partner, as at Whist.

CUTTING AND DEALING.

4. The player who cuts the lowest card deals. In cutting, Ace is low, and ties cut over.

5. A cut must consist of at least four cards, and at least four must be left in the lower packet.

6. If in cutting to the dealer a card be exposed, there must be a fresh cut.

7. When a misdeal occurs, the cards must be re-shuffled and re-cut, and the dealer must deal again.

8. If the dealer deal without having the cards properly cut, and if the adversaries discover the error before looking at their cards; or if a card is faced in the pack; or if the dealer in any way expose any of his adversary's cards; or if he give to either player too few or too many cards; or should the dealer deliver more or less than three cards at a time to any one player—there must be a fresh deal. The cards are re-shuffled and re-cut, and the dealer deals again. If the dealer expose any of his own cards, the deal stands good.

9. If a deal has been made out of turn, and it be discovered before a card has been led by the player naming the trump suit, it shall constitute a misdeal. If the error is not discovered before a lead has been made, the deal stands good, and the play proceeds as if no mistake had occurred.

10. If it be found, after the draw, that any player, except the dealer, has not the requisite number of cards, it is a misdeal. If the dealer should have too many or too few cards, he must discard all in excess of what he is entitled to hold, or take sufficient cards from the discard pile to make good any deficiency, but he is not permitted to withdraw any trumps from the discard to perfect his hand.

11. A misdeal does not lose the deal if, during the dealing, either of the adversaries touch the cards prior to the dealer's partner having done so; but should the latter have first interfered with the cards, notwithstanding either or both of the adversaries have subsequently done the same, the deal is lost.

THE REVOKE.

12. If a suit is led and any one of the players, having a card of the same suit, shall play another suit to it, that constitutes a revoke, but a suit may be trumped without revoking.

13. A revoke is established as soon as the trick in which it occurs is turned and quitted, or a card has been led for the next trick.

14. If a player make a revoke, he and his partner are debarred from scoring any point or points they may have made or saved in the play of the hand in which the revoke occurred; and in addition, any points taken or saved by them must be added to the score of the

player who named the trump suit. If the latter player revoke, he shall be set back the number of points he bid for the trump, and cannot score any points he may have made in the play of the hand.

EXPOSED CARDS AND IRREGULAR PLAY.

15. If before the trump suit is named any card or cards are exposed, the adversaries may demand a new deal.

16. After the trump suit is declared, all exposed cards may be called, and the offending party compelled to lead or play the exposed card or cards when he can legally do so, but in no case can a card be called if a revoke is thereby caused.

The following are exposed cards :

Any card dropped with its face upwards.

All cards exposed, whether by accident or otherwise, so that an opponent can distinguish and name them.

17. Should any one play two or more cards to the same trick, the adversaries may elect which of the exposed cards must remain on the trick. The remaining exposed card is subject to the penalty of being called. But if the value of only one of the cards, so played, can be seen, the unseen card cannot be called.

18. If any player lead out of turn, his adversaries may demand of him to withdraw his card, and the lead may be compelled from the right player, and the card improperly led be treated as an exposed card, and called at any time during that deal, provided that no revoke is thereby caused.

19. If any player lead out of turn and the mislead is followed by the other three, the trick is completed and stands good ; but if only the second, or the second and third, have played to the false lead, their cards, on discovery of their mistake, are taken back, and there is no penalty against any one except the original offender, whose card may be called, or the lead of a plain suit demanded at the option of the adversaries.

20. If the third hand play before the second, the fourth hand may play before his partner. Should the third hand not have played, and the fourth hand play before his partner, and either win the trick, they cannot score any point or points contained therein, and the said points may be scored by the adversaries.

21. If a player, or players, throw his or their hands on the table face up, such cards are exposed and liable to be called, each player by the adversary. But should one player alone retain his hand, he cannot be forced to abandon it.

22. If all four players throw their cards upon the table, face upwards, the hands are abandoned, and no one can take up his cards. Should this general exhibition show that any point or points might have been saved or won, neither claim can be entertained, unless a revoke be established.

23. If a player bid out of turn, or if he name the trump suit, or in any way suggest the suit he desires to have made trump, before his partner has bid or had an opportunity to bid, both he and his partner forfeit their bid, or right to bid, and either of the opposing players may name the trump suit without bidding, or they may call for a new deal at their option.

24. If any one prior to his partner playing should call attention to the trick — either by saying that it is his, or by naming his card, or, without being required so to do, by drawing it toward him — the adversaries may require that opponent's partner to play the highest or lowest of the suit then led, or to win or lose (*i. e.*, refrain from winning) the trick.

[See note to Law 10, Solo Whist.]

THE DISCARD AND DRAW.

25. The discard made by each player must be placed in front of him, and should be in one packet, face up, and kept there separate until the play of the hand is completed. (*See* Law 26.)

[This is done so that the dealer may see and examine the discard when necessary.]

26. After the discard, and when all the other players have been helped, if there should not remain in the pack sufficient cards to perfect the dealer's hand, he may select from the discard any trump card or cards, provided they are not *points*.

27. After the draw, the card or cards remaining undealt must be placed, face down, on the table. This is called the "widow".

[The following variation is sometimes played:

I. The dealer discards, *first*, all cards that are not trumps.

II. When all the other players have discarded and been helped to complete their hands, the dealer selects from the "widow" such cards as he wishes, and places what are left face upwards on the table. If there should not be sufficient cards in the pack to perfect his hand, he must draw the deficiency from *his own* discard.]

28. Trumps that are discarded must remain in the discard unless selected by the dealer. (*See* Law 26.)

THE SCORE.

29. The game consists of fifty-two points.

[This number may be modified if mutually agreed previous to the first bid.]

30. The score is kept by one of the players chosen by mutual agreement. It is the duty of the scorer to see that the point or points claimed by each side are in accordance with the cards in their possession after the hand has been played.

31. At the beginning of the game each side commences with fifty-two points, and all the points either side may make or take during the play of the hand are deducted from their score as soon as possible after the hand has been played out. When either side cancel the fifty-two points by deductions, they win the game.

32. If the successful bidder and his partner succeed in taking or saving the number of points bid, they not only deduct from their score the number bid, but all points in excess thereof. If they fail to save or take the necessary number of points, the whole number of points bid are added to their score.

33. When the side having the privilege of making the trump fail to make or save the necessary number of points, they are not permitted to score anything that hand.

[That is, they cannot deduct from their score any points they may have made or saved during the play of the hand.]

34. The points score in the following order of precedence: 1. *High*; 2. *Low*; 3. *Jack*; 4. *Game*; 5. *Pedro*; 6. *Cinch*. Thus: If two players or sides have already reduced their score to two, and one of them has made *High*, *Game*, *Pedro*, and *Cinch*, the other side could go out before them with *Low* and *Jack*.

35. The following are the points that may be made in one hand, in their regular order of precedence:

			COUNTS
1. HIGH.—The highest trump out,	.	.	one point.
2. LOW.—The lowest trump out,	.	.	one point.
3. JACK.—The Knave of trumps,	.	.	one point.
4. GAME.—The Ten of trumps,	.	.	one point.
5. PEDRO.—The Five of trumps,	.	.	five points.
6. CINCH.—The other Five of the same color as the trump suit (Red or Black, as the case may be),	.	.	five points.

36. HIGH counts for the player to whom it is dealt.

Low counts for the player to whom it is dealt.

When Low is played it should immediately be placed face up in front of the player who held it. If this rule is not observed, and any dispute arises in consequence, Low cannot be scored.

[Some parties count Low for the side who takes it. This should be agreed to previous to the first bid.]

JACK may be taken with any higher trump.

GAME may be taken with any higher trump.

PEDRO may be taken with any trump higher than the Five.

CINCH may be taken with any trump higher than the Four.

37. After the play of a hand is completed, all missing points found in the discard (but not in the "widow") may be scored by the side who named the trump suit, provided they did not themselves discard the said points, in which case the adversaries may score them.

DRAW PEDRO.

This game is played the same as Cinch, with the following exceptions :

1. The Cinch card is omitted, the Five of trumps (Pedro) is the only Five that scores ; therefore, nine points only can be scored in a single hand.

2. The game is twenty-one points.

3. In the original deal six cards only are dealt to each player, instead of nine.

4. The player who names the trump suit must lead it, but it is not compulsory to lead trump after the first trick.

5. The game may be played by five or six persons, but in that case only five cards must be dealt to each player.

[The discarding and drawing of fresh cards is conducted in the same manner as directed for the game of Cinch, and in all particulars not enumerated above the game of Draw Pedro is governed by the same rules as the game of Cinch.]

BOSTON.

Boston is played by four persons, with two packs of fifty-two cards each, which rank as at Whist; one pack is used for the deal, and the other is employed to determine the trump, as will be explained hereafter.

VALUE OF THE CHECKS.

The checks employed in playing Boston are usually *white* and *red*. The checks may represent any value, but a red check must be equivalent to ten white checks.

SHUFFLING AND DEALING.

After the deal has been determined, and the cards properly shuffled and cut, the dealer distributes the whole pack, beginning with the player at his left, and going regularly around in the same direction, giving every player four, then four again, and lastly five each, thus giving each player thirteen cards. The cards are only *shuffled once*, at the commencement of the game; after that, instead of being shuffled, they are simply cut. Each player has the privilege of cutting once, but the dealer must cut last. Shuffling is dispensed with, in order to keep the suits together and enable the players to get strong hands, otherwise the bidding would be very languid. After the first deal, each player takes the deal in rotation, beginning with the player to the left of the dealer.

DETERMINATION OF TRUMP.

After the deal has been completed, the player opposite the dealer must cut the other pack, and turn up the top card for trump, and the *suit* thus turned up is called *First Preference*; the *suit* the same *color* as *First Preference*, whether red or black, is called *Second Preference*, and the other *two* are called *common suits*.

BIDDING.

After the cards have been dealt, and the trump determined, the eldest hand has the first say. If his hand is not good, he can pass, and the next player to his left can do the same, and so on in rotation. If, however, the eldest hand considers his cards good enough to make five tricks, he says, "I play Boston." The next player may outbid him or pass; the other two players in turn may similarly bid higher or pass.

If the eldest hand bid Boston, he may do so in any suit; but if a player following him also bid Boston, it is understood that the second player *must* play Boston *in color*, that is, with the suit the same color as trump. Should a third or the dealer also bid Boston, he *must* play it *in trump*, *i. e.*, First Preference.

For the purpose of illustration, suppose the eldest hand bid Boston. If the player next to his left also bid Boston, he says, "*I keep.*" It is then understood that the second bidder will play *in color*; if a third bid Boston, he says, "*I keep over you,*" which indicates that he (the third player) will play *in trump*, and the other players must yield to him the privilege of playing, unless they engage to win six or more tricks, or play a *Misère*.

Again: Suppose that the third player and dealer pass, and do not bid Boston *in trump*, or make any higher bid; it then becomes the turn of the eldest hand to bid again or pass out, and if he determine to play in trump, he says, "*I keep over you,*" and his adversary must make a higher bid or pass out. If his adversary engages to win six or more tricks in any suit, or play a *Misère*, then the eldest hand must make a higher bid or pass.

When a player makes a bid, and another player bids over him, the first has the privilege of *increasing* his bid to whatever he may think he can achieve. Each higher declaration that is made outranks one that is lower; and by engaging to do more, the elder hand may supersede the younger.

If a player bid *six* or *more* tricks, any player following him, and also bidding the *same* number, must play *in color* or *in trump* precisely the same as in the bid of Boston.

If the eldest hand *pass*, the second or third hand or the dealer may proceed as the eldest hand.

If all except *one* player pass, he, having bid Boston, may play it in *any trump* of his *choice*.

If *all pass*, a new deal ensues; the eldest hand deals; and each player must deposit a *red check* in the pool, which goes to the fortunate winner of the next bid. (*See Misère Partout.*)

When a player passes his hand, he cannot come in the second time, but must relinquish his right to bid until the next deal, unless he choose to play a *Misère*.

PLAYING THE HAND.

The eldest hand leads. Each player plays a card to the lead, and must follow suit if he can; but if he cannot follow suit, then it is op-

tional to trump or play a card of any other suit he chooses. The highest card of the suit led wins the trick, unless it is trumped. The winner of the trick has the next lead, and so on. The hand is played as at Whist.

When a player's bid is accepted, the others all play against him, and endeavor to put him in for as many tricks as possible.

RANK AND ORDER OF THE BIDS.

The following exhibits the different bids in the consecutive order in which they rank or supersede each other :

1. BOSTON. Common suit,
2. BOSTON. Second Preference, } *Five Tricks.*
3. BOSTON. First Preference, }
4. SIX TRICKS.
5. SEVEN TRICKS.
6. PETIT MISÈRE. To lose the whole twelve tricks after having discarded a card which is not to be shown.
7. EIGHT TRICKS.
8. NINE TRICKS.
9. GRAND MISÈRE. To lose every trick without discarding a card.
10. TEN TRICKS.
11. ELEVEN TRICKS.
12. PETIT MISÈRE OUVERTE. To discard a single card, expose your hand, and lose the twelve tricks.
13. TWELVE TRICKS.
14. GRAND MISÈRE OUVERTE. To lose every trick without discarding after having exposed your hand.
15. GRAND SLAM, thirteen tricks.

The priority of color over common suit, and of trump over color, is maintained throughout the game whenever a player bids to win a certain number of tricks. Boston is sometimes played with one pack of cards, when the preference in suit is omitted.

THE MISÈRES.

The four Misères score as follows : The winners of

PETIT MISÈRE receive from each player	.	.	20	white counters.
GRAND MISÈRE " " "	.	.	40	" "
PETIT MISÈRE OUVERTE " "	.	.	80	" "
GRAND MISÈRE OUVERTE " "	.	.	160	" "

A player undertaking to make either of these, and failing to do so, pays to each of the others a like number of counters.

When a Misère is bid and played, there is no trump during that hand; and when the player bidding a Misère is forced to take a trick, he loses.

PAYMENT TABLES.

The player undertaking to make Boston or a larger number of tricks, and succeeding, receives a specified number of white checks, as per Table I., from each of the other players. If, on the other hand, his performance falls short of his undertaking—as, for instance, if he has declared to make seven tricks, and has made five only—he is said to be “put in” for the number of tricks lacking, and pays accordingly, as indicated by Table II.

TABLE I., SHOWING THE NUMBER OF WHITE CHECKS PAYABLE BY EACH OPPONENT TO THE WINNER OF THE NUMBER OF TRICKS BID BY HIM, OR ANY GREATER NUMBER.

Number of tricks bid by player.	Number actually taken by him.								
	5	6	7	8	9	10	11	12	13
Five.....	12	12	13	13	14	14	14	15	15
Six.....		15	16	16	17	18	19	20	20
Seven.....			18	20	21	22	23	24	26
Eight.....				23	24	26	28	29	31
Nine.....					32	34	36	39	41
Ten.....						42	45	48	52
Eleven.....							63	68	72
Twelve.....								106	114
Thirteen.....									166

TABLE II., SHOWING THE NUMBER OF COUNTERS PAYABLE TO EACH OPPONENT BY A PLAYER MAKING LESS THAN THE NUMBER OF TRICKS DECLARED BY HIM.

Tricks bid by the player.	Number of tricks by which the player falls short of the declared number.												
	1	2	3	4	5	6	7	8	9	10	11	12	13
Five.....	11	21	31	41	50								
Six.....	15	24	35	45	55	66							
Seven.....	19	29	40	50	60	72	82						
Eight.....	23	34	46	56	67	78	89	110					
Nine.....	33	44	57	68	82	92	103	115	127				
Ten.....	44	56	70	82	94	107	119	132	145	157			
Eleven.....	67	80	95	109	123	138	151	165	180	194	208		
Twelve.....	113	130	148	165	182	200	217	234	252	270	286	304	
Thirteen.....	177	198	222	241	262	284	305	326	348	369	390	412	433

THE POOL.

The following modification is now very generally adopted when playing the game of Boston :

At the beginning of the first deal, each player deposits a red check in the pool.

Any player who makes a bid of seven tricks or more in value, and succeeds in his bid, takes the pool, in addition to his regular receipts from the other players.

Any player who bids less than seven, and is obliged by his opponents to play out the hand, and succeeds in making the amount of his bid, takes the pool, in addition to his regular receipts from the other players.

If, *before* playing to the second trick, the opponents of one who bid less than seven tricks say, in turn, " I pay," the hand is played no further, the bidder is paid, and the pool remains on the table. All the players opposed to the bidder must agree to this ; if one object, the hand must be played to a conclusion.

Any player who makes a " pool bid ", *i. e.*, one of seven tricks or more in value, must play his hand out, unless his opponents agree to pay him before playing to the second trick ; and if he fails is obliged to double the pool, and in addition he must pay the other players in accordance with the schedule. The same rule applies to a hand that is played out on less than a " pool bid " and fails.

When all the players pass without making a bid, the cards are gathered in sequence for a new deal, and each player contributes another red check to the pool.

The pool is usually limited to a fixed number, say, four or five hundred white checks, and when it has reached this limit and is subsequently doubled, the amount is set aside for the next pool. If the pool be again doubled, the amount forms a third pool, and so on.

When a pool starts with the limit in it, the amount cannot be increased except by the addition of the usual four red checks deposited at each deal.

Any error affecting the amount in the pool must be corrected before the eldest hand has either bid or passed.

MISÈRE PARTOUT.

This variety is sometimes played when all the players pass without making a bid.

There is no trump, and each player endeavors to take as few tricks as possible. The player who takes the greatest number of tricks pays the others ten white checks for every trick he has taken in excess of the tricks held by each respectively.

Example: A takes 5 tricks, B takes 4, C takes 3, and D takes 1. Thus we see that A has taken one more trick than B, two more than C, and four more than D. Therefore A must pay B ten, C twenty, and D forty.

When it happens that two or three players each take the same number of tricks, and these exceed those taken by the other players, or player, they divide the payment between them.

Thus: If A takes 4 tricks, B takes 4, C takes 3, and D takes 2. A and B each pay fifteen, and of this sum ten go to C and twenty to D. Or, if A, B, and C each take four tricks, they must each pay ten to D, who has only taken one trick.

PAYMENTS IN MISÈRE PARTOUT.

4 tricks pay	.	.	30	9 tricks pay	.	.	230
5 " "	.	.	70	10 " "	.	.	270
6 " "	.	.	110	11 " "	.	.	310
7 " "	.	.	150	12 " "	.	.	350
8 " "	.	.	190	13 " "	.	.	390

The player who captures the fewest number of tricks does not take the pool, but that remains over for the next hand.

When Misère Partout is played, no penalty can be exacted for a lead out of turn, but the erroneous lead must be corrected, unless the player next to the one who makes the lead out of turn has played to the trick; when this is done the lead stands good.

No exposed cards can be called, but a player making a revoke pays five red chips to each of the other players, and the player who plays with less than thirteen cards is subject to the same penalty.

The player who wins the trick gathers it in.

THE LAWS OF BOSTON.

CUTTING AND DEALING.

1. The deal is determined by cutting, the player cutting the lowest card being entitled to the deal. All ties cut over, and at *least* four cards must be detached from the pack to constitute a valid cut.

2. At the commencement of the game, the pack to be dealt *may* be shuffled by any of the players, the dealer being entitled to shuffle

last, but in *all* subsequent deals the pack shall merely be cut, it being the privilege of all the players to cut *once* before the cards are dealt. The dealer cuts last.

3. The dealer must give to each player *four* cards at a time, for *two* rounds, and *five* cards on the last round, commencing with the player on his left, thus giving each player thirteen cards.

4. The dealer is not at liberty to touch the cards on the table to ascertain how he has disposed of them, but he may count those undealt to see how many remain in his hand.

5. If the dealer deals without having the cards properly cut; or if he in any way expose any of the adversaries' cards; or if he give to either player too few or too many cards; there must be a fresh deal, and the dealer must deposit a red check in the pool. The cards are re-cut, and the dealer deals again. If, however, the pack be faulty; or one or more cards are faced in the pack; or either of the other players touch their cards or in any way interrupt the dealer; the dealer deals again without penalty. If the dealer exposes any of his own cards, the deal stands good.

6. After the deal has been completed, the player immediately opposite to the dealer shall cut a second pack, and turn up the top card of the lower packet, to determine the suit that shall be trumps.

7. The deal passes to the *left*, and the pack used for the first deal and the pack used to determine the first trump shall be alternately used for each purpose respectively.

8. Any player dealing out of turn, or with the wrong pack, may be stopped before the deal is completed; if he be not stopped, the game must proceed as if no mistake had been made.

PASSING AND BIDDING.

9. The eldest hand has the first privilege of bidding or passing, after which the other players bid or pass in turn.

10. When a player *passes his hand*, he cannot afterwards, during that deal, come in and bid, but must relinquish that privilege until the next deal, unless he choose to play a *Misère*.

11. When the eldest hand makes a bid of five or more tricks, and another player bids the *same number* of tricks, the eldest hand when it comes his turn may bid over him, or abandon his bid, and in the latter case the younger hand *must* play his bid *in color*, or in trump.

12. When a player has made a bid, and all the other players *pass*, the party so bidding may name any suit he chooses for trump.

13. Should it occur in any deal that all the players pass, the cards must be bunched, and a new deal ensues, and each player must deposit a *red* check in the pool, which goes to the winner of the next bid. (*See Misère Partout*, page 236.)

14. A player having the highest bid must declare the suit he plays in as soon as the bidding ceases.

LEADING AND PLAYING OUT OF TURN.

15. When the playing begins, the eldest hand leads in all cases.

16. If either of the players opposed to the bidder lead out of turn, and it be discovered before the bidder has played to it, the latter may either treat it and the cards played to it as exposed cards, or he may call a lead of any suit from the player whose proper turn it was to lead. If the error be not discovered until after the bidder has played to it, the lead stands good, and the winner of the trick has the next lead.

17. If a player is called to lead a suit, the card led out of turn and those which may have been played to it are not considered as exposed cards, and may be taken up.

18. If the bidder lead out of turn, he may be corrected before the player to his left has played to it, otherwise the lead stands good.

19. If a player bid either of the *Misères*, and an adversary should lead a card before his partner or either of them have discarded; or lead or follow out of turn after the discard has been completed; the bidder may claim the game. (*See note to Law 28.*)

[When *Misère Partout* is played there is no penalty for a lead out of turn.]

20. If any of the players opposed to the bidder play out of turn to a card led, the bidder may demand that the player or players whose proper turn it was to play shall play the highest or lowest card of the suit led; or win or lose the trick; or he may call for the lead of a suit. (*See Law 19.*)

21. If a player who has rendered himself liable to have the highest or lowest card of a suit called; or if called upon to win or lose the trick, fail to play as desired; or if when called upon to lead one suit, lead another, having in his hand one or more cards of that suit demanded; he and the players associated with him incur the penalty of a revoke.

22. If a player called upon to lead a suit have none of it, the penalty is paid.

23. In no case can a player be compelled to play a card that would oblige him to revoke.

EXPOSED CARDS.

24. All exposed cards, with the exception of those owned by the player making a successful bid, are liable to be called, and must be left face upwards on the table.

The following are exposed cards :

I. Two or more cards played at once,

II. Any cards exposed in any manner so as to be seen by a partner, no matter how exposed, whether dropped on the table, thrown on the table, or held above the table, detached or not detached.

A card is not an exposed card when dropped on the floor or elsewhere below the table.

[When *Misère Partout* is played no penalty can be exacted.]

25. When a card is exposed the other side can—

I. Demand its being played; or,

II. If it be a trump card, prevent its being used for ruffing; or,

III. On the exposed suit being led, demand or prevent the play of the exposed card; or call upon the offender to play either his highest or lowest card of that suit; and this demand can be repeated, and remains in force as long as the card exposed remains with the offender.

[When it is the turn of the delinquent player to play, the aggrieved party can say, "Follow suit or play the—" (naming the exposed card), and this demand can be repeated as long as the exposed card remains unplayed. If the exposed card is a trump, and trumps are not led, the adversary may say, "Follow suit or pass the trick," when the holder of the exposed card must not trump, but renounce a card of another suit if he cannot follow.]

26. When two or more cards are played at once, the bidder may call which he pleases to the trick in course of play, and afterwards the other or others. Should two or more cards be played to a trick, so that the value of only one can be seen and named, the unseen card or cards cannot be called.

27. No cards exposed by a successful bidder can be called. Should he play out of his turn, however, the card must be given to the trick, unless it should be a revoking card, in which case it would be treated as an exposed card. A *Misère* player may, however, play out of turn without incurring this penalty.

28. If when playing either of the *Misères* an adversary of the bidder should expose a card, either before or after the discard, the bidder wins his bid and the pool, if any, without playing out the hand.

[A Misère bidder can claim the game should an adversary lead or follow out of turn, expose a card, or revoke. The chances against the Misère bidder are so great to start with that either of the above offenses would be very apt to defeat him, hence the justice of such a severe penalty. We think that the penalty should extend to and be equally severe against those offenders who break Law 41.]

REVOKING.

29. When a player, holding one or more cards of the suit led, plays a card of a different suit, he makes a revoke.

30. A revoke is established if the trick in which it occur be turned and quitted—*i. e.*, the hand removed from the trick after it has been turned face downwards on the table—or if the revoking player (or either of his partners, if the revoking player is not the bidder) whether in his right turn or otherwise, lead or play to the following trick.

31. The players opposed to the bidder may ask a partner whether he has not a card of the suit which he has renounced; should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish the revoke, and the error may be corrected, unless the question be answered in the negative, or unless the revoking player or one of his partners have led or played to the following trick.

32. If a player opposed to the bidder discover his mistake in time to avoid a revoke, the bidder may call the card played in error, or may require the revoking player to play his highest or lowest card to that trick in which he had renounced. If the highest or lowest card is called, the card played in error is not then treated as an exposed card.

33. If a revoke is claimed and the accused player or his partners mix the cards before they have been sufficiently examined by the opposing player or players, the revoke is established.

34. At the end of a hand, the claimants of a revoke may search all the tricks. A revoke cannot be claimed after the cards have been cut for the following deal.

35. If the bidder renounces in error and discovers his mistake in time to avoid a revoke, he is not liable to any penalty, unless a succeeding player has played. In the latter case, the card wrongly played by the bidder must be left exposed on the table, and can be called; and the player who has followed to it can withdraw his card and substitute another without penalty.

36. When a revoke has been made by the bidder, if it be discovered *before* the hand is played out, he is put in for one trick certain;

or just as many as he is short of accomplishing his bid. In addition to this he must deposit four red checks in the pool, which go to the winner of the next bid.

[In practice, the hands are not usually played out after a revoke has been detected; it is then customary for the bidder to pay his opponents for one trick upon his bid, with the additional deposit of four red checks; but the hand must be played to a conclusion if a demand is made.]

37. When a revoke is made by any player opposed to the bidder, the revoker and each of his partners must pay the bidder the amount of his bid, whether the latter would have been successful or not, and also for all over tricks; and, in addition, the player who actually made the revoke must deposit four red checks in the pool, which go to the winner of the next bid.

38. When a revoke occurs, the hand must be played to a conclusion. (*See note to Law 36.*)

[When *Misère Partout* is played, a player who revokes pays five red chips to each of his adversaries.]

GENERAL LAWS.

39. Any player may demand to see the last trick turned, and no more. Under no circumstances can more than eight cards be seen during the play of the hand, viz. : the four cards on the table which have not been turned and quitted, and the last trick turned.

[When *Misère Partout* is played, each player gathers and arranges the tricks he has taken. *See Misère Partout*, page 236.]

40. Any one, during the play of a trick, or after the four cards are played, and before but not after they are touched for the purpose of gathering them together, may demand that the cards be placed before their respective players. When a bid has been made, the bidder and the player opposite to him are the only persons who have a right to gather up the cards and arrange the tricks.

41. If any one opposed to the bidder should call attention to the trick—either by saying that it is his; or by naming his card; or without being required so to do, by drawing it towards him—the bidder may require that opponent's partner to play the highest or lowest of the suit then led, or to win or lose [*i. e.*, refrain from winning] the trick. (*See note to Law 25.*)

42. If any one opposed to the bidder play two cards to the same trick, and the error be not discovered until he has played to the next; or if he discard two cards in *Petit Misère*, or *Petit Misère Ouverte*; or if from any other cause he play with less than the proper number of cards—the players on his side must each pay the bidder for his

bid, and also for all over-tricks. If the error is committed by the bidder, he (the bidder) is put in for one trick certain, or just as many as he is short of completing his bid.

[When playing *Misère Partout*, the player who plays with less than thirteen cards forfeits five red chips to each of his adversaries.]

43. If any player has more than the proper number of cards, it is a misdeal, and a new deal ensues. (*See Law 5.*)

44. When a *Misère* has been defeated, the adversaries who have renounced (if any) must immediately expose the remainder of their hands to the bidder, to satisfy him that no revoke has been made.

[There is a general law which should govern every game at cards, *i. e.*, that every hand should be played to a conclusion in order to prevent the possibility of either side covering up a revoke.]

THIRTEEN AND THE ODD.

This game is played by two persons with a full pack of fifty-two cards, which rank the same as at Whist.

The players cut for the deal, the lowest dealing first, after which the deal is alternate. In cutting, Ace is low.

The dealer gives each player thirteen cards, one at a time, commencing with the elder hand, and turns up the next card for trump; if a misdeal should occur, the dealer loses the deal.

The elder hand plays first, and the tricks are played and made subject to the same regulations as in the game of Whist, and the player who first makes seven tricks wins the game. If a player revokes he loses the game, provided the trick in which the revoke occurs has been turned.

THREE-HANDED WHIST.

In playing Three-handed Whist, without dummy, reject from the pack the Two, Three and Four of each suit, and the Five of Spades. This gets rid of thirteen known cards, and the three players play each on his own account. Each player counts the honors contained in the tricks he has taken, and *not* the honors dealt to him. Four tricks make a book, so that each player scores any trick he may make in excess of four, and ten is Game.

BOSTON DE FONTAINEBLEAU.

The game of Boston de Fontainebleau, or *French Boston*, as it is sometimes called, is played by four persons, with a pack of fifty-two cards, which rank as at Whist.

DEALING AND STAKING.

The shuffling, cutting, and dealing are performed precisely as at the game of Boston. (*See Laws 1 to 5, pages 236-237.*) Previous to dealing, the dealer deposits five red counters in the pool.

RANK OF THE SUITS.

The suits rank in the following order: 1. Diamonds; 2. Hearts; 3. Clubs; 4. Spades. Consequently there is no trump card turned. A player undertaking to make five tricks in Clubs takes precedence of one who only undertakes to make the same number in Spades, but is in turn superseded by a player undertaking to make the same number in Hearts; while a declaration in the Diamond suit supercedes all others. The same rule applies to any declaration to win a given number of tricks.

ANNOUNCEMENTS OR DECLARATIONS.

The object of the game is for a player (if his cards will permit) to get the privilege of naming the trump, and playing either alone against the other three, or with a *whister*, *i. e.*, a partner, against the remaining two players. This privilege is accorded to the player who announces or bids to accomplish the most. The player who makes the highest announcement is entitled, if successful, to the contents of the pool, and a certain number of counters from each of the players; but if he be unsuccessful, he must pay to the pool and to each of the other players a certain number of counters.

The announcements are, and rank as follows, beginning with the lowest:

1. SIMPLE BOSTON. To win five tricks: (1) In Spades; (2) in Clubs; (3) in Hearts; (4) in Diamonds. The same priority of suit applies to any declaration to win a given number of tricks.

2. SIX TRICKS.

3. PETIT MISÈRE. Not to win any tricks at all. Before commencing to play this announcement, each player must discard one card from his hand and play with the remaining twelve only.

4. SEVEN TRICKS.
5. PICCOLISSIMO. To discard one card, as in Petit Misère, and to win neither more nor less than one trick.
6. EIGHT TRICKS.
7. GRAND MISÈRE. Without discarding any card, not to win a single trick.
8. NINE TRICKS.
9. PETIT MISÈRE OUVERTE. The same as Petit Misère, only the hand must be exposed upon the table.
10. TEN TRICKS.
11. GRAND MISÈRE OUVERTE. The same as Grand Misère, only the hand must be exposed upon the table.
12. ELEVEN TRICKS.
13. TWELVE TRICKS.
14. CHELEM, or GRAND BOSTON, is an announcement of the whole thirteen tricks.
15. CHELEM, or GRAND BOSTON OUVERTE, *i. e.*, with the player's cards exposed upon the table.

In Nos. 1, 2, 4, 6, 8, 10, the player whose bid is the highest may, if he pleases, call for a *whister*, *i. e.*, a partner. It is in the option of the other three players, in rotation, to decline or accept the invitation. If accepted by either player, he is regarded as undertaking to add three tricks to the score already bid.

METHOD OF BIDDING.

After the preliminaries of cutting and dealing have been concluded, the eldest hand proceeds to make his announcement, or pass; the succeeding players have then, each in his turn, the opportunity of overbidding or passing. Thus, if the eldest hand thinks he can get five tricks with Clubs for trump, he declares "five in Clubs". But if the second player undertakes to make five tricks with Diamonds for trump, he supersedes the first, and may in his turn be superseded by the third engaging to get six or seven tricks or play Petit Misère. The fourth hand, or dealer, may also supersede the third hand by declaring Piccolissimo, or eight tricks, or any of the other chances lower down on the table. In short, whoever undertakes to *do more* than the other players has the preference.

When a player has declined to bid, he cannot afterwards do so in that hand; but if he makes a declaration, and it be exceeded by some other subsequent bid, he may, in his regular turn, increase his first bid if he chooses.

If all pass without declaring, then the hand must be played, and he who takes the *least* number of tricks wins the pool. In this hand there is no trump, of course.

PLAYING THE HAND.

The hand is played as at Whist, the eldest hand leading, and each playing in rotation, irrespective of the temporary partnership which may be occasioned by playing with a *whister*.

Suit must be followed. If suit cannot be followed, trumping is optional.

The highest card of the suit led (unless the same be trumped) wins the trick, and the winner of the trick leads to the next, and so on.

The cards rank as at Whist. Trumps win all other suits. When any of the *Misères* or *Piccolissimo* are bid and played, there is no trump suit. When all the cards of the hand are played out, the payments are made.

TABLE SHOWING THE NUMBER OF COUNTERS TO BE PAID TO A SUCCESSFUL BIDDER.

	With Clubs or Spades as trumps.	With Hearts as trumps.	With Diamonds as trumps.	Each extra trick.
1. Simple Boston (five tricks).....	10	20	30	5
2. Six tricks.....	30	40	50	5
3. Petit <i>Misère</i>	75			
4. Seven tricks.....	50	60	70	5
5. <i>Piccolissimo</i>	100			
6. Eight tricks.....	70	80	90	5
7. Grand <i>Misère</i>	150			
8. Nine tricks.....	90	100	110	5
9. Petit <i>Misère Ouverte</i> ..	200			
10. Ten tricks.....	110	120	130	5
11. Grand <i>Misère Ouverte</i> .	250			
12. Eleven tricks.....	130	140	150	5
13. Twelve tricks....	150	160	170	5
14. Chelem, or Grand Boston.....	400	450	500	—
15. Chelem <i>Ouverte</i> (<i>i. e.</i> , with cards exposed)	600	700	800	—

The table will show that if a player bid six tricks and take six tricks, each player must pay him thirty counters, if the bid be in Clubs or Spades; forty counters if the bid be in Hearts; and fifty counters if the bid be in Diamonds. In addition to these payments the successful bidder wins all the counters in the pool. If a player

take more tricks than he bid, he receives five counters for each trick in excess of his bid from each player.

If a player fail to perform what he undertakes, he must pay to the pool and to each of the other players not only the amount of the bid, but also for the tricks he is short of making his bid good. For example: A bids six tricks in Diamonds and takes only five tricks, he is said to be one short, and pays B, C, and D the same amount he would have received from them if he had made an over-trick, *i. e.*, taken seven tricks, and must deposit the same number of counters (55) in the pool.

The adversaries merely play to make the announcer lose, and therefore cannot, even if successful, win the pool, which stands over to the next hand. The pool can only be taken by a successful announcer; or, in the event of all having passed without announcement, it becomes the prize of the player who takes the least number of tricks.

HONORS.

The Ace, King, Queen, and Knave of the trump suit are called honors, and are counted as at Whist, *i. e.*, if the bidding player and his partner (if any) hold four between them, they are "four by honors". If they hold three, and the adversaries one, they are "two by honors"; but they cannot count them unless they succeed in making the full score which they have declared. If they do so, the honors count as additional tricks.

If the player announce five tricks in Hearts, and make two over, this would be seven; he would then receive thirty from each player: but if he had two by honors, then it would be nine, and he would receive forty from each player; but if he had announced seven in Hearts, and made it, and had two by honors, then he would receive seventy from each player. In the same way, if he had announced seven in Hearts, and lost it by two tricks, this would be nine, and his two by honors would make it eleven lost; then he would pay into the pool eighty, and the same to each player.

LAWS OF BOSTON DE FONTAINEBLEAU.

There is no code of laws for this game, but the game is so similar to Boston that the laws of the latter may, with a few obvious exceptions, be used to govern it.

SOLO WHIST.

Solo Whist is played by four persons, with a pack of fifty-two cards, which rank as at Whist.

DEALING.

The deal is determined by cutting, and the player who cuts the lowest card deals.

After the cards have been properly shuffled and cut, the dealer distributes the whole pack, beginning with the player at his left, giving each of the four players three cards at a time, until there are only four remaining. Then these are dealt singly, the last card being turned up as the trump and becoming the property of the dealer.

OBJECTS OF THE GAME.

The objects of Solo Whist are to make eight tricks out of the thirteen in conjunction with a partner; to make five or nine tricks out of your own hand against the other three players in combination; or to play your own hand against your three adversaries so as to avoid taking a trick.

CALLING.

After the deal has been completed, the eldest hand has the first call. He can *propose*, *i. e.*, ask for a partner with the object of making with that partner eight of the thirteen tricks; he can call a *Solo*, which is a declaration to make five of the thirteen tricks without having a partner; he can declare *Misère*, *i. e.*, to lose all the thirteen tricks—in this phase of the game all the four suits are equal, the trump suit being annulled; or he can call *Abondance*, when, making whatever suit he likes trumps, and declaring the suit before the first card is led, he endeavors to make nine tricks out of the thirteen. The call of *Abondance* is, however, superseded by any other player declaring to make *Abondance* in trumps, *i. e.*, with the trump suit as it stands.

Further than this, he may call an *Open Misère*, or *Misère Ouverte*, thereby undertaking not only to lose all the thirteen tricks, but to expose his own cards on the table as soon as the first trick is played to and turned. Or—the supreme call of all—he may announce his intention of taking the whole thirteen tricks by saying, “*Abondance Déclarée*.” In this case, as in the simple *Abondance*, he names his

own trump suit, and in the case of this declaration, and this only, he leads, wherever he may chance to sit, the original lead to the first trick; in all other cases the lead comes from the eldest hand.

There are thus seven things the eldest hand may do after he has examined his cards, and in showing what the eldest hand can do we have explained what the various calls are.

RECAPITULATION OF CALLS.

1. PROPOSITION (or PROPOSAL) AND ACCEPTANCE.—The making of eight tricks by two players in partnership against the other two. The partners are not necessarily *vis-à-vis*, as at Whist, but may be players sitting beside one another. The latter position is a favorable one for the declaration, as the left-hand partner is thus enabled to lead suits *through both* his adversaries down to his partner's hand. The first caller—the player to the left of the dealer—may accept a Proposition after having originally passed. In no other position has a player who once passes the option of accepting.

2. SOLO.—When a player undertakes to make at least five tricks in the suit originally turned up for trumps, without the assistance of a partner. This takes precedence of a Proposal.

3. MISÈRE.—Is *not* to win any of the thirteen tricks. When Misère is played there is no trump during the hand, and when the player who calls it is forced to take a trick he loses.

4. ABONDANCE.—Is when a player makes the trump suit, and declaring the suit *before the first card is led*, undertakes to make nine out of the thirteen tricks.

5. ABONDANCE IN TRUMPS.—Is when the player undertakes to make nine tricks in the *trump suit*. Abondance in the original trump suit takes precedence of one in any other color, and should an Abondance in a plain suit be so superseded by one in trumps, the latter must be at once announced as an “Abondance in trumps”.

6. OPEN MISÈRE OR MISÈRE OUVERTE.—Where a player undertakes to expose his cards upon the table after the first trick is played to and turned, and loses all the thirteen tricks.

7. ABONDANCE DECLARÉE.—When a player names the trump suit, and with the privilege of the *original lead*, undertakes to capture the whole thirteen tricks.

The above list of calls are given in the consecutive order in which they rank, or supersede each other, but it very often happens that the eldest hand does not have cards that would justify his attempting either of the things specified. In that case he simply passes, say-

ing, "I pass;" and here it may be observed that, in the case of the eldest hand, and to the eldest hand only who has passed, there is extended the privilege of accepting a Proposition made by the second, third, or fourth players, such Proposition, of course, not having been previously accepted or superseded by a higher call.

So much for the elder hand. The second hand, whose turn it now is to declare, may accept a Proposal if one has been made, may propose if the eldest hand has passed, or may make any better call than the eldest hand has made. Of course, an *inferior* call is nugatory, *i. e.*, a player cannot call a Solo if a previous hand has called a *Misère*, but he can call an Abondance over a *Misère*. The higher call always supersedes the lower one; but a player, having once called, can, if he is over-called, increase his call up to the highest limit—the Abondance Déclarée.

The third hand can accept a Proposition, if one has been made and has not been accepted or superseded; can propose if no Proposition or higher call has been made; or can make any call superior to those previously declared.

The fourth player—the dealer—may accept a Proposition coming from any quarter under the previously announced stipulations; or he may propose, in which case only the eldest hand can accept; or he may, as all the other players in their turn had the opportunity of doing, make an independent call, provided it is better than any preceding call.

AN ILLUSTRATION OF CALLING.

The matter may be thus illustrated: Suppose the eldest hand passes, the second proposes, the third and fourth pass, and the eldest hand accepts, then—calling them A, B, C, D, according to their order at table—A, B would be partners against C, D, and would be obliged to make eight of the thirteen tricks. They would, of course, occupy their original seats and play in their proper order, B following A to the first trick, and the regular progression from left to right being observed all through the hand. Again, we will suppose that A proposed, B passed, C called *Misère*, and the fourth player (D) called an Abondance. The calls of A and C would be superseded, unless, indeed, A should call an Abondance in trumps, which would supersede the Abondance of D in a plain suit; or C should call a *Misère Ouverte*, which would supersede the other calls; though D would still have the option, if his hand were strong enough to justify it, of making the supreme call of Abondance Déclarée. These

last suppositions are not very probable; we will assume, therefore, that D's call of Abondance was left unchallenged, and in that case he would then, but not before, announce the suit that he made trumps, and A, the player on his left, would lead out for the first trick, A, B, C playing together in concert, but not, of course, being allowed to see each other's cards, or in any way to acquaint each other with the cards held, except by the legitimate and proper means afforded by the play of the hand. D's object is now to make nine tricks unaided, and the aim of his opponents is to score more than four tricks between them. Sometimes, indeed, an Abondance, like a Solo, or a Proposition, succeeds with two or three tricks to spare. These are called "over-tricks", and are paid for according to an agreed-upon scale. On the other hand, the combination against the call not unfrequently defeats it, and any tricks short of the number required by the caller are known as "under-tricks", and are paid for by the caller to the table in the manner we will shortly describe.

Before passing to other matters, it is necessary to draw attention to some important facts to be impressed upon the memory: (1) that no player, after having "passed", can make an independent call or a Proposition; (2) that only the eldest hand can accept a Proposition after having once passed; (3) that a superior call always annuls and supersedes a call of inferior value; and (4) that a player, having once made a call, may increase it to anything up to the supreme call. Thus the first player might call Solo, the second might pass, the third call a *Misère*, and the fourth Abondance. Note that the Abondance caller does not declare his trump suit until the call is made good, *i. e.*, not overcalled. The Solo caller might now increase his call, and, if his cards justified it, might not improbably declare an Abondance in trumps. The second player, B, having passed, could do nothing; but C, who called a *Misère*, has the opportunity of calling an Open *Misère*, which is superior to the Abondance in trumps, and the original caller of the Abondance might possibly tempt fortune by calling an Abondance *Declarée*. It should be understood that a caller, in increasing his declaration, can make any higher call he chooses. Thus, should he propose, or even accept, and be overcalled by a Solo, he would be at liberty to at once call an Abondance *Declarée*, and "skip" all the declarations of intermediate value.

Before we leave the subject of declarations, it should be stated that, in the case of all the players passing, the hands are thrown up, and there is a fresh deal by the next player in rotation. It is some-

times arranged, however, rather than throw up a hand that has been dealt, to play what is called a General Misère.

THE GENERAL MISÈRE.

This is very simple in its form, but by no means so easy to play as it appears to be. There are no trumps. The tricks are led and followed to in the usual way, and the player who takes the last or thirteenth trick pays an agreed-upon stake, equal as a rule to the stake of a Solo, to each of his adversaries. Generally speaking, the big cards are thrown away, but it is often necessary to keep one or more leading cards to force through a suit in which you may be dangerous. This is very similar to Misère Partout, which is sometimes played in the game of Boston.

THE POOL.

Instead of a General Misère, the cards may be thrown up, when each player pays the pool, and the deal passes.

The Pool is formed by (1) the original payment by every player of a sum equal to the Solo-stake; (2) a similar payment each time there is no game in consequence of all hands passing (unless General Misère is played on these occasions); and (3) the payment of a sum *equal to the entire pool for the time being*—that is to say, the doubling of the pool—by every player who calls Solo, Misère (ordinary or Ouverte), or Abondance (ordinary or Déclarée), and is beaten. On the other hand, the pool is taken by every such independent caller who makes his call; and each time it is thus emptied it is replenished by every player—as at the beginning—paying a sum equal to the Solo stake.

Solo Whist can be played without the pool; and it is claimed, perhaps justly, that it is then less of a gambling game.

ILLUSTRATIVE GAMES.

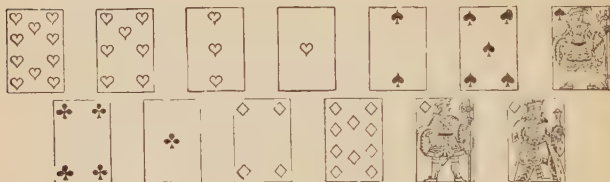
It will greatly facilitate the understanding of our explanations if the learner will spread the actual cards out in front of him before attempting to follow the remarks made. D is in each case the dealer. A's hand is, of course, the eldest hand, B is the second player, and C is the player on the dealer's right. The order of play, therefore, is A, B, C, D; A having the first right to make a declaration.

In our first example, Hand No. 1 (*see following page*), A finds that he has only two trumps, with the Ace in another suit, and a good

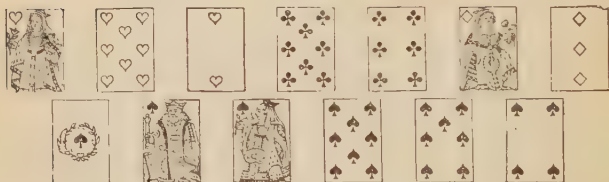
though not commanding suit of Diamonds. He would have a useful hand with a strong partner, but as things stand, he is obliged to

HAND NO. 1.

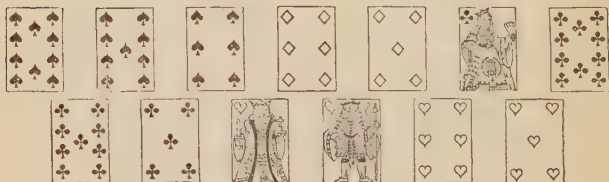
A



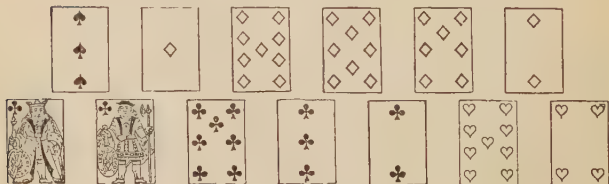
B



C

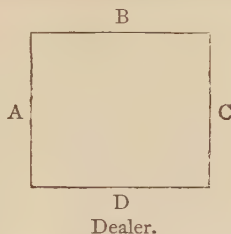


D



* Turned-up or trump card.

pass. B can do nothing; and C, despite good trumps, is equally compelled to pass; but D, with five trumps, including two honors and a long suit of Diamonds headed by the Ace, should propose; in which case the eldest hand, A, should accept, thus furnishing an instance of what we have been saying about the eldest hand accepting



POSITION OF THE PLAYERS.

a Proposition after having passed in the first instance. D and A are now partners against B and C. The two former are called, in the language of Solo Whist, voluntary partners. It will be noticed that the players do not sit opposite to each other as in Whist, but are side by side, and, of course, play as they sit, A being the first player, and D the last, in the first trick. We will give what would be the ordinary line of play, commenting upon it as we go along.

Trick 1: A leads out the Ace of Clubs, to which the Six, Five, and Two fall.

[From the fact that D has proposed, A is entitled to assume that he has a *strong trump hand*. A therefore begins by getting the Ace of trumps out of D's way, and then proceeds to lead up to his assumed strength.]

Trick 2: A leads the Four of Clubs, to which the Eight, Nine, and Knave are played.

Trick 3: D leads the King of Clubs; A throws away the Two of Spades, and B the Three of Diamonds, C playing the Ten of Clubs.

Trick 4: D now knows that the Queen of Clubs is in C's hand, and, as it must make a trick, he changes the suit, playing the Seven of Diamonds. The King, Queen, and Five fall, and then to

Trick 5: A leads the Ten of Diamonds; B plays the Four of Spades, C the Six of Diamonds, D the Two of Diamonds.

Trick 6: Knave of Diamonds, Seven of Spades, Queen of Clubs, Eight of Diamonds.

Trick 7: Five of Hearts, Four of Hearts, Ace of Hearts, Two of Hearts.

Trick 8: Four of Diamonds, Eight of Spades, Six of Spades, Nine of Diamonds.

Trick 9: Ace of Diamonds, Five of Spades, Queen of Spades, Nine of Spades.

Trick 10: Three of Spades, Knave of Spades, King of Spades, Ten of Spades.

Trick 11: Ace of Spades, Six of Hearts, Three of Clubs, Three of Hearts.

Trick 12: Nine of Hearts, Seven of Hearts, Queen of Hearts, King of Hearts.

The thirteenth trick falls to the last trump. The declaration, which is, as we have already explained, to make eight tricks, thus succeeds, with two over-tricks, ten of the thirteen falling to the partnership between D and A. There is no difficulty about this hand, which is simply an illustration of the importance of the early trump lead, of keeping in view the value of the long suit, and the necessity of discarding with proper regard to the positions of the suits.

The next example, Hand No. 2 (*see* following page), deserves careful attention, for by it the peculiarities of Solo Whist will be better illustrated than by several pages of description. Hearts are the original trump suit, the Seven being turned up in D's hand.

In this case, A with the first call would at once see that he had a very powerful hand, with a more than possibility of an Abondance, but with still the serious risk of finding four trumps in one hand against him. He would probably call Solo. B, weak in everything, would at once pass. C has an excellent *Misère* hand, being void of clubs, running little or no risk in Hearts and Spades, and only fearing to find five Diamonds in one hand against him. He, therefore, would call *Misère*. D would have no hesitation. He is sure of getting an Abondance in Clubs, unless all the remaining Clubs are in one hand against him. A, whose call of Solo has been superseded, would perhaps be tempted to call an Abondance in trumps; but, whether he did so or not, C would over-call the Abondance by declaring *Misère Ouverte*. We ask the young Solo Whist player to place the hands open before him on the table, and judge of their value for himself.

It does not require much experience of the game to see that A has a magnificent Solo, but a very risky Abondance, with no chance of making ten tricks; whereas he would certainly be beaten if four Hearts, including either the Nine, Ten, or Knave, were in one hand against him. The merest glance at B's hand will show that it is too

weak for a declaration of any kind. D's strength has already been explained; but the most interesting hand is that of C, who might,

HAND NO. 2.

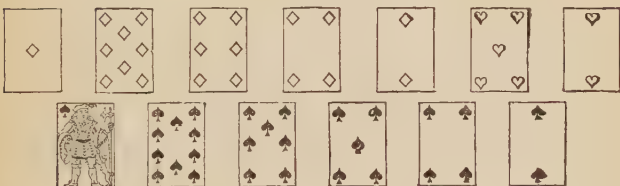
A



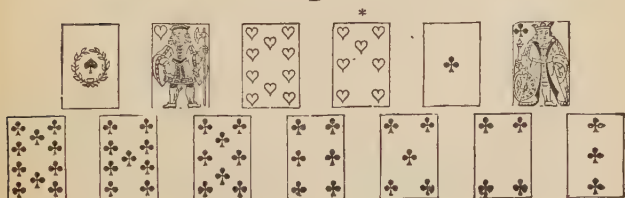
B



C



D



* Turned-up or trump card.

perhaps, have called an Open Misère to start with, were it not for the fact that he holds the Ace of Diamonds. As it is, C would probably be able to discard his Ace of Diamonds on the first trick, because A would lead up the single Club, upon which B would put his Queen, and D his Ace. As soon as this trick was completed and turned, C would have to expose the twelve remaining cards in his hand face upwards on the table. His opponents could guide their play accordingly, but must not consult or expose any cards themselves. It will be found that C cannot be beaten.

PAYMENTS AND FORFEITS.

The payments and forfeits are proportioned to the value of the calls, and progress from low to high. The counters or chips em-

1.	* Proposition and Acceptance. For each trick over, or under. If the partners make a Slam, <i>i. e.</i> , thirteen tricks, they receive double for the over-tricks.	10 2
2.	Solo. For each trick over, or under.	15 2
3.	Misère. No trump.	30
4.	† Abondance. For each trick over, or under.	40 2
5.	† Abondance in Trumps. For each trick over, or under.	40 2
6.	Misère Ouverte, or Open Misère. No trump.	60
7.	Abondance Déclarée. There are no under-tricks at this call, as the caller is beaten directly he loses a trick.	80

* In the case of a Proposition and Acceptance, each partner only receives or pays once; that is, suppose A and B are playing against C and D; A pays to or receives from C, and B pays to or receives from D. This Proposition is the only joint call, all the others being independent calls, in which one player, the declaring hand, pits himself against the other three. In these cases, therefore, the stakes are paid to or by every one of the three adversaries.

† It is not uncommon to double the over-tricks at these calls, but not the under-tricks. This should be determined by agreement before opening the game.

played in playing should be white and red, and may represent any value, but the red counters must always be equivalent to ten white counters.

The table on the preceding page shows what payments for losses or gains must be made for all the different calls. These payments are to be made in white counters or their equivalent.

HINTS ON PLAYING.

A first player, knowing that by passing he has a chance of accepting a Proposal, should not propose except upon a powerful hand. With weakness in trumps and divided strength in other suits, he would reserve his call and wait for a Proposition.

An Acceptance should consist of at least three pretty sure tricks, with a reasonable probability of making four or more with your partner's aid.

A first player having passed, may subsequently accept on only moderately strong cards. The two intermediate "passes" go to denote that no dangerous adverse strength need be expected in either hand.

Let your original discard be, if possible, from your shortest or weakest suit. It is sometimes necessary to break this rule when you wish to guard a best or second-best card in your opponent's suit.

The discard of the highest of a suit means that you hold the *next best*, and your partner should so interpret it.

The discard of a second-best card means that you have *no more*.

Never finesse for over-tricks unless the safety of the call itself is assured in advance.

While returning your partner's suit is generally a wise thing to do, you should be careful to act as far as possible upon the good old maxim of playing through the strong hand up to the weak one.

It is soon learned by experience that the safest places in which to call are as first or last player, while a long way the most dangerous place is when you are the second player. Many a second hand that seemed at first sight of almost commanding strength has been cut up by a clever or lucky initial lead.

Remember that when you and your partner sit side by side, you should never finesse in a lead coming from him if he be sitting on your right, and if your partner and then an adversary have to play *after* you, you should win the trick with the highest of a sequence; *i. e.*, holding King, Queen, put on the King, otherwise your partner will think the king is against you.

It is much better that *your* lead should be up to your partner than through him; although, should you be proposing and accepting, the latter contingency should not prevent your leading trumps.

It is a general principle in Propositions and Acceptances that trumps should be used to draw trumps in order to establish plain suits.

Never force your partner to trump if you are weak in trumps yourself. If, however, a cross-ruff looks probable, go on with it, and do not change to the more orthodox game.

In playing against a declaration, remember that over-tricks are of subordinate importance. You are endeavoring to prevent the call itself being made, and any coup likely to effect this end is justifiable. Against declarations other than a *Misère*, it is well to commence with your longest suit, especially when fairly strong in trumps.

To call Solo, a player should hold trumps and good leading cards of other suits sufficiently strong to make at least five tricks against the combined forces of the remaining three hands opposed to him.

In the majority of Solo calls, it is the policy of the declaring hand to draw trumps in order to deprive the adversaries of the power of ruffing his high cards or long suit. But in many instances the trump led by the caller is unsafe.

The following are some of the conditions under which the Solo hand should not play trumps:

1. When he discovers or has reason to suspect that the adverse trumps lie principally in one hand.
2. When the good trumps are probably to the caller's right; as, for instance, if the first hand should propose and the next hand call Solo.
3. When an adversary is evidently holding up a best trump.

Never finesse for over-tricks unless your Solo is assured.

The players opposed to the Solo declaration are placed as follows: The *first* player sits to the caller's left; the *second* is the caller's *vis-à-vis*; and the *third* is the player who sits to the caller's right.

The adversary who occupies the most responsible position when opposed to the Solo declaration is the first player; for on every occasion that he takes a trick he has to lead through the two former down to the latter.

The lead for the second and third adversaries is comparatively easy. The caller here is not the last player, and has to regulate his game with regard to the one or two hostile hands sitting over him. The principal points to be observed by the opponents may be summed up under the four following general maxims:

1. Play long suits through the caller.
2. Play trumps if the caller, having had the opportunity, has refrained from leading them.
3. Leave the trick with a partner who may be suspected of holding master trumps; or who may be thought to be desirous of taking the lead.
4. Let your lead be influenced by the fall of the cards.

The safest suit for a *Misère* player to open from is a low one containing Deuce, Three, or Deuce, Four; when the Deuce in the first case, and the Four in the second, should be played. A single Three or Four is a discreet lead.

Do not, however, lead a single Deuce when you can open from another safe suit. The Deuce is always safe, and you may set a discard on the second round in the color.

Do not lead a single Five if you have any alternative that is not too risky.

Do not lead from a suit consisting of two cards such as Deuce and Six, or Deuce and something still higher. You must play the lower of the two, and so leave the big card unprotected.

Do not lead the highest instead of the lowest of a Deuce sequence. The fact that no lower card is played to the lead will show your position.

When *Misère* caller, discard from a short suit in preference to a long one, unless to do so were to disturb a perfectly safe suit, such as Deuce, Tray, Five, only.

To discard from a suit of six cards is useless. With five consisting of, say, Knave, Eight, Five, Tray, Deuce, and a single Five in another suit, you should discard the bare Five. And if an opponent had cleared his hand of a suit of which you held the Four only, you would (unless he had thrown away the Tray or Deuce) renounce that.

After what we have just said, it follows that single dangerous cards, and any high cards only once or twice guarded, are to be thrown away as soon as possible, leaving the long suits to take care of themselves.

If you have to commence the game against a *Misère*, it is wise to lead from your shortest and weakest suit, and to lead a medium card if you have one—such as Six or Seven—and certainly not to commence by leading a Deuce, unless, indeed, it is a single card, and even then it is not always advisable.

Be watchful in playing against a *Misère* amended from an over-

called Proposal or Acceptance. The hand is presumably hazardous as a *Misère*.

Original discards should be from your shortest suits.

When necessary to lead against the caller from your *long* suit, play a low card, especially if it be from a Deuce, or Deuce, Three.

Discards make or overthrow *Misères*.

Do not, if you can help it, select a Deuce suit to renounce from.

Discard the same suit as a partner is discarding if you also are short of it: but with a Deuce, or sequence from the Tray upwards, do not.

When in doubt as to which fresh suit to lead, select that from which a partner has discarded.

Do not, if possible, return a Deuce on the second round of the suit.

THE LAWS OF SOLO WHIST.

The game is played with fifty-two cards, and is subject to the laws, rules, regulations, and practices of ordinary Whist, except as hereinafter specified:

DEALING.

1. The cards are dealt *three* at a time, except, of course, the last four cards, which are dealt singly. Nothing is scored for "honors".
2. If a misdeal be made, the same player deals the cards again. He incurs no penalty.

PLAYING AND LEADING OUT OF TURN.

3. (Proposition and Acceptance.) If the third or fourth player, being the leader's partner, play out of his turn, the adversaries may play in what order they choose.

[If the partners are *vis-à-vis*, the fourth may play before the second hand: or if they sit together, the third may play before the second hand if the latter has not already played to the trick.]

4. (Proposition and Acceptance.) When a player leads out of his turn, the adversaries may (*a*) call the card led, (*b*) call a suit from the offender, or (*c*) call a suit from his partner, when the opportunity occurs. The suit must be called on the first opportunity, and if the player called on have none of it, the penalty is held to be paid. The suit can only be called *once*.

5. The adversary may require the partner, or partners, of any player—not being the leader—who has played out of his turn, and before instead of after such partner or partners, to play either (*a*)

the highest card of the suit led, (*b*) the lowest, (*c*) a trump, or (*d*) *not* a trump. But no player can in any case be required to revoke.

6. (Solo or Abondance.) If one of the adversaries lead, not being properly the leader, the caller may demand from the player whose lead it properly is, whatever suit he chooses; and if he choose the suit just improperly led, he can demand from *each* player (*a*) his highest card in it, (*b*) his lowest, (*c*) a trump, or (*d*) no trump. If he do not call this suit, he can demand, of the offender *only*, (*a*) the card improperly led, or (*b*) a trump.

EXPOSED CARDS.

7. Sufficient time shall be given for the exaction of a penalty. When, to evade such exaction, a player precipitately puts down his card, this card shall be treated as exposed, while the original penalty shall also be exacted. But if the adversaries allow a player to expose a card and then take it up again into his hand, without at once claiming it as an exposed card, they cannot afterwards demand a penalty.

8. No penalty can be exacted from the caller of a Solo, Misère, or Abondance who exposes a card, except in case of a Solo or Abondance caller who plays out of his turn. In this case he must play the card he has put down, unless by so doing he would revoke, in which case the exposed card is subjected to the usual rules affecting exposed cards.

9. If a player or players, under the impression that the game is lost or won, or for other reasons, throw his or their cards on the table, face upwards, such cards are exposed and liable to be called.

[A partner of the offender, who has not shown his hand, can require the game to be played out, the exposed cards being subject to the call. Should the adversary, or adversaries, be ultimately defeated, they still receive the stakes on the game, which the offender must pay for his partners as well as himself. Should this irregularity be perpetrated by a Proposer or Acceptor, the penalty must be borne jointly; but should one of their adversaries (the involuntary partners) be the offender, he must pay for himself and partner.]

10. The opposite side may require that an exposed card (*a*) be played, (*b*) *be not played*, when the suit is led, once or oftener, or (*c*) if it is a trump, be not used for ruffing (also that while such trump remains exposed no other trump be used for ruffing). The offender may be required, when the suit to which the exposed card belongs is led, to play either (*a*) the exposed card itself, (*b*) his highest card of that suit, or (*c*) his lowest: and this repeatedly, until the

exposed card has been played. A Solo or Abondance caller can—repeatedly, if he so choose—forbid the leading of an exposed card.

[The aggrieved party can demand that the card be played or not be played, *i. e.*, he can say, "Follow suit or play the ——" (naming the exposed card), and this demand can be repeated as long as the exposed card remains unplayed. If the exposed card is a trump, and trumps are not led, the adversary may say, "Follow suit or pass the trick," when the holder of the exposed card must not trump, but must renounce a card of another suit if he cannot follow.

The offender cannot be prevented from throwing away an exposed card if he has not a card of the led suit, or from leading it when it is his turn to lead.]

II. (Solo or Abondance.) When a trump card has been exposed, the caller can repeatedly require the offender either (*a*) to trump with the exposed card, (*b*) to trump with his highest, (*c*) not to trump, or (*d*) if he be leader, to lead, or not to lead, the exposed card.

[When the suit exposed is led by some one other than the offender, the adversary may say to him who exposed the card, "Play," or "Don't play that card"; or he can make him play either the highest or lowest of his suit to the lead.]

IRREGULAR DECLARATIONS.

12. An irregular or mistaken *declaration* cannot be rectified, except by consent of all the opponents: with such consent, (*a*) when a caller by mistake announces a higher or lower call than he intended, a fresh deal may be allowed, or (*b*) in the case of a player proposing when a former player has proposed, he may be allowed to amend his call. But any player who has mistakenly declared an Acceptance, when no Proposal has been made, may amend his call to a Proposal.

REVOKE.

13. When a revoke has been made, the side which revoked can never receive stakes, pool, or extra tricks; but must pay stakes and pool as if it had been lost, and must also pay any extra tricks for which it is liable.

14. The penalty for a revoke is the deduction of three tricks from the score of the revoking side, and their addition to the score of the opponent.

15. If a Proposer or Acceptor make a revoke, his partner shares the penalty. In all other cases the revoker pays the entire penalties incurred for the revoke by himself and partners.

[Thus, should a Proposer and Acceptor revoke and ultimately make eleven or twelve tricks, they would still have left their declared eight tricks after the penal three had been deducted, and would in consequence have to pay the Proposal and Acceptance stake only. But should they make nine tricks, the three subtracted for

the revoke would leave only six, and two under-tricks would consequently have to be paid for in addition to the stake. The penalty for a revoke made by a Solo or Abondance caller is calculated in a similar way.]

16. (Solo, Misère, or Abondance.) If the caller play to a lead a card of a wrong suit, and withdraw it in time to escape a revoke, he is subject to no penalty, unless another player have subsequently played; in which case his card becomes an exposed card and can be called, while the other player is allowed to take back the card he put down, and play another, without incurring any penalty.

17. If a player, not being an independent caller, should thus play a wrong card, but withdraw it in time to save a revoke, he may be required either (*a*) to play his highest to the trick, or (*b*) his lowest, or (*c*) the card may be called.

18. (Misère, Misère Ouverte, Abondance Déclarée.) As there are no over- nor under-tricks in these calls, a revoke on either side merely loses the game at once.

19. (Misère.) The exposure of a card, or the leading or following out of turn on the part of an adversary, gives the game to the caller. The adversary in fault must pay his partner's stakes.

20. (Misère.) If the caller play a wrong card, but withdraw it in time to save the revoke, the card becomes an exposed card and may be called, *if it has been covered by an opponent*. Otherwise, the caller may expose a card or cards, or play out of his turn, without penalty.

FAULTY HANDS.

21. If a player who has declared (or his partner) hold a wrong number of cards, he can claim a fresh deal if a card has not been played. Otherwise, he must play the hand out, and if he lose must pay (jointly with his partner, if he have one); but his side can receive nothing. If it is the opponents who have a wrong number, the hand must be played out, and whether they win or lose they must pay. If both sides have wrong numbers, the deal is null and void. In Misère, if any hand have a wrong number, a fresh deal may be claimed before a card is played: otherwise the side on which is the faulty hand must pay the stakes at once.

GENERAL LAWS.

22. (Misère.) When the caller loses, any opponent who has renounced should show his remaining cards, to prove that no revoke has been made.

23. (Misère.) No trick turned and quitted can be seen again.

24. No remarks of any kind are allowed on the game. The payment of the stakes is the penalty of a remark *giving any sort of information*—as to the speaker's hand, for example (as "I could have gone Solo", or the like). The penalty of a remark *directing attention* to the state of the game is that the opponent may throw up his cards and claim a fresh deal. At *Misère*, any remark (by an adversary of the caller) which can in any way influence the play gives the caller the right to claim the stakes or a fresh deal. The offender in all cases pays the penalties for himself and partners. The penalty can only be claimed before another card is played.

25. (*Misère Ouverte*.) If a previous player have called "Abondance", and *prematurely* announced his suit, the *Misère* caller may require the eldest hand to commence with a lead of that suit.

In all particulars not enumerated in the foregoing laws, the game of Solo Whist is governed by the laws of the game of Whist.

SOLO WHIST FOR THREE PLAYERS.

Although Solo Whist is properly a game for four players, it may be played by three. This is done by throwing out the Two, Three, and Four of every suit, and playing the game with the remaining forty cards, the turn-up card being an odd one belonging to nobody, and being simply used to indicate the trump suit.

The game is played as with four players, with the exception that there are no Proposals and Acceptances, Solo being the lowest call that can be made.

As a consequence of an independent call of five tricks being the lowest declaration, a general pass recurs with such frequency that, to reduce the number of futile deals, some players, after they have all originally passed, adopt the plan of permitting a second call of a Solo of *six* tricks in a changed trump suit. The caller has the option of declaring what suit he pleases trumps other than the original one. The stake is the same as for a five-trick Solo, but six tricks must be made to establish the call, tricks over or under six being paid at the usual rate. No other call can be made after all have passed, except this six-trick Solo.

Sometimes Solo Whist for three persons is played by leaving out *one entire suit*, instead of discarding the small cards from the four suits. The other method, however, is the more scientific game.

SKAT.

FROM "SKAT UP TO DATE,"

BY R. F. FOSTER.

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Owing to the efforts of the German and the American Skat Leagues, working in harmony, the game of Skat is now reduced to a uniform system and it is probable that there will be little or no further change in the principles of play or the methods of scoring.

Skat is played with a thirty-two-card pack, the rank of the cards being Ace, Ten, King, Queen, Nine, Eight, Seven. The four Jacks are always the best trumps, no matter what the trump suit may be, and these four Jacks always outrank each other in the same order:—Clubs, Spades, Hearts, and Diamonds; Clubs being the best. There are several ways of determining what the trump suit shall be in each deal, each method making a distinctive *game* as it is called.

THE PLAYERS.

Each player is for himself, and the object is to secure an individual score for the greatest number of points won. These points have a value previously agreed upon. In the big tournaments it is a fourth of a cent.

There are only three active players in each deal, one of whom secures the privilege of playing against the two others by outbidding them. The successful bidder is called the *player*, and he names the *game* that shall be played in that hand; and it is the value of that *game* which he wins from (or loses to) each of the others at the table.

Four or five persons can belong to the table, taking turns to sit out for one deal, but still sharing in the fortunes of the hands that they do not actually play, winning from or losing to the successful bidder. Each deal is a game in itself, but there must be an equal number of *rounds*, so that each player at the table shall deal the same number of times. In tournaments, twenty *rounds* are played, which makes eighty deals with four at the table; sixty deals with three only.

Any one can deal the first hand, after which the deal passes to the left. The score-keeper should sit on the right of the first dealer, so that his deal shall mark the end of a *round*.

DEALING.

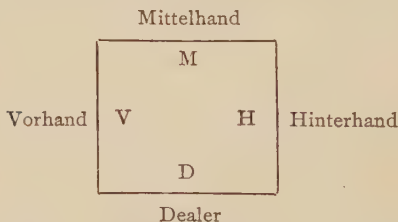
After the pack is shuffled, it is presented to the player at the dealer's right hand to be cut, and at least five cards must be left in each packet. Ten cards are given to each active player; three at a time the first *round*, then two cards face down for the *skat*, then four to each player, and finally three to each. No trump is turned.

When there are four at the table, the dealer takes no cards himself. When five play, the dealer gives cards to the two players on his left and the one on his right.

BIDDING.

The cards dealt, the bidding begins, the object being to determine which player of the three who hold cards has the most valuable *game* and is willing to play it against the two others combined as partners. The bidding is by figures, which represent the minimum number of points that the bidder will undertake to win. As a rule, all bids start with ten, as that is the least any player can make on a hand; but each higher bid must be the value of some possible *game*. The highest bidder engages himself to play a *game* which is worth at least as much as he bids. It may be worth a great deal more, but it is not necessary for him to bid more than enough to secure the privilege of playing the *game* he wants.

This is the position of the players at the table, with their names:—



When there are only three players at the table, the dealer is always Hinterhand.

Vorhand has the first privilege to name any *game* he pleases; but he must name something. If any other player wishes to take this privilege from Vorhand, he must ask Vorhand how much his *game* is worth; and if the one who asks makes a better bid, Vorhand must allow him to play it. To bid a *game* of equal value is not enough; it must be worth more, or Vorhand will retain his privilege.

Mittelhand makes the first bid, Hinterhand saying nothing until either Mittelhand or Vorhand passes, when he can bid to the survivor in case he has a still better *game* to offer than the survivor.

The bids are made by naming a certain figure, which is supposed to be a question. Mittelhand starts by saying, "Ten?" which means, "Is your *game* worth ten?" If Vorhand has a *game* that he is willing to play, he says, "Yes," and Mittelhand must then bid higher, or pass. There is no limit to the number of times that Mittelhand may increase his bid if Vorhand continues to say "Yes"; but the moment that Vorhand says "No" or passes, it means that his *game* is not worth as much as is bid, or else that he does not care to risk playing it. It then becomes Hinterhand's turn to bid to Mittelhand. If Mittelhand had passed, Hinterhand bids to Vorhand.

The successful bidder becomes the *player* for that deal, and he may name any *game* that is worth as much as he has bid or said "Yes" to; but he cannot name a cheaper *game*. If he has bid twenty-four, he cannot play a *game* which is worth twenty only; but he can play one which is worth sixty or eighty, if he likes.

THE GAMES.

There are three varieties of *games* played and two ways of determining each of them. The successful bidder can name a whole suit for trumps, which will include the four Jacks; or he can name the Jacks as the only trumps; or he can play with no trumps at all.

He may determine the trump suit by turning up either of the *skat* cards, or he may name the suit that he finds best fitted to the hand dealt him, without touching the *skat* cards. If he turns up one of the *skat* cards and it suits him for the trump, he shows it to the other players at once, before touching the second *skat* card. If it does not suit him, he can put it into his hand without showing it and turn up the second card. This must then be the trump, even if it does not suit him as well as the first card. If he should put both cards into his hand without showing either of them, his opponents name the trump suit after he has discarded.

If he names the trump suit, with or without using the *skat* cards, there will be eleven trumps in play, four of which will be Jacks, with three plain suits of seven cards each. If he makes Jacks trumps, there will be five suits; four plain suits of seven cards each and one trump suit of four cards only. These four Jacks will still outrank each other in their order:—Clubs, Spades, Hearts, and Diamonds.

When the *player* turns up one of the *skat* cards to make the trump, the game is called a *tournee*. If he does not like the first card and takes the second, it is called a *passt-mir-nicht*. When a

passt-mir-nicht game is lost, it costs double. When the trump suit is named without touching the *skat* cards, it is called a *solo*. When Jacks are the only trumps, it is called a *solo grand*. The usual announcements are: Club (or Spade, &c.) *solo*; or, *grand*.

When the card shown in a *tournee* is a Jack, the *player* may make Jacks trumps, or he may choose the suit to which the Jack belongs. If he prefers to have Jacks only for trumps, it is called a *tournee grand*, to distinguish it from a *solo grand*. When there are no trumps at all, the game is known as *nullo*.

THE SKAT CARDS.

When the successful bidder uses the *skat* cards to make the trump, he takes both into his hand before playing, and he must then discard two cards, so as to reduce his hand to ten. In *solos*, the *skat* cards remain untouched until the end of the play. They then belong to the *player*.

Cards laid away in the *skat* by discarding, or cards found in the *skat* at the end of a *solo*, count for the *player*. It is, therefore, to his advantage to discard cards of counting value. Trumps found in the *skat* will sometimes alter the value of the *player's* game.

GUCKSERS.

Sometimes the *player* would like to try a *grand*, but is not quite strong enough, or has some unguarded cards. He can then announce *guckser*, in which he is allowed to take both the *skat* cards into his hand without showing either of them, and to lay out any two in their place. This is called a *guckser grand* and Jacks are the only trumps. If a *guckser* is lost, it costs the *player* double, like *passt-mir-nicht*.

THE PLAY.

The *game* to be played having been determined, *Vorhand* leads for the first trick, no matter who is the successful bidder. Each *player* in turn must follow suit if he can; but there is no obligation to head the trick. The single *player* gathers in his own tricks, and either of the partners may gather for their side.

GAME, SCHNEIDER, AND SCHWARZ.

The object of the game is not to win tricks, but to get home points in the tricks won. There are 120 of these points to be played for in each deal; 30 in each suit. Aces count 11, Tens 10, Kings 4, Queens 3, and Jacks 2 each.

The single *player* must get home 61 of these points, or his game is lost; 60 is not enough. If he gets 91, he makes his adversaries

schneider. If he gets every trick, he makes them *schwarz*. If his opponents get 60, they beat him. If they get 90, they make him *schneider*. If they get every trick, they make him *schwarz* and the *skat* cards belong to them instead of to the *player*.

UNIT VALUES.

The value of the *game* that is won or lost depends upon the suit which is made the trump, each suit having a different value. This value varies again according to whether the suit is turned up or is played as a *solo*. When Jacks are the only trumps, the values again differ. These are called *unit values* and are shown in the following table:

TRUMP SUIT.	TOURNEE.	SOLO.	JACKS TRUMPS.
Diamonds. . .	5	9	Tournee Grand . . . 12
Hearts . . .	6	10	Guckser Grand . . . 16
Spades . . .	7	11	Solo Grand 20
Clubs . . .	8	12	Open Grand 24

In an *open grand*, the *player* lays his hand face up on the table before a card is led, and guarantees to win every trick.

These unit values are always multiplied by 1 for the *game*, 2 for *schneider*, 3 for *schwarz*, and 1 for each *matadore*. The product of this multiplication is what goes down on the score sheet as won or lost by the single *player*.

THE MATADORES.

The *matadores* are the trumps held by either side in unbroken sequence with the Club Jack. The Club Jack is always a *matadore*, so that one side or the other must have one, and the lowest multiplication must be 1 for the *game*, and 1 *matadore*; twice the unit value.

If the single *player* has the Club Jack, either in his hand or in his *skat*, he is said to be playing "with." If he does not hold it, he is said to be playing "against." Suppose he holds the two black Jacks, but not the Jack of Hearts. He is "with two." Suppose the best trump he holds is the Jack of Diamonds. He is "against three." If the best trump he holds is the King, he is "against six." If he holds four Jacks and the Ace of trumps, but not the Ten, he is "with five." In *grands*, there cannot be more than four *matadores*, as there are only four trumps. In *solos* or *tournees*, there may be eleven.

SCORING.

Suppose the *game* is a Club *solo*, and the single *player* holds two *matadores* and gets his 61 points in play. The unit value of a Club *solo*, according to the table, is 12. Multiply this by 1 for the *game* and 2 *matadores*, and we have 3 times 12, or 36; so the scorer puts down 36 points plus to the *player's* credit. Had he failed to get his 61 points in play, he would be put down 36 minus, as it is only the score of the single *player*, win or lose, that is entered.

Suppose a player tried a *guckser grand* "against two." If he won it, he would get 48 points; but if he lost it, it would cost him 96, because *guckers* lose double.

Suppose the *player* announces a Spade *solo*, having three Jacks in his hand, and thinks he is playing "against one," his game being worth 22. If he finds the Club Jack in the *skat*, which belongs to him, he is "with four" instead of "against one," and his *game* is worth 55. If a player bid as high as 30 to get the play of a Heart *solo* "against two," and found a black Jack in the *skat*, his *game* would then be worth 20 only, and he had overbid, unless he made his opponents *schneider*.

It should be evident that the *player* knows from his cards what his *game* will be worth if he plays it, and he is thus able to bid for the privilege understandingly. If he has seven Spades, including both the black Jacks, and an outside trick or two, he can safely bid as high as 33 on a Spade *solo*.

ANNOUNCING SCHNEIDER AND SCHWARZ.

When the *player* succeeds in getting 91 or more points in the play of the cards, he adds another multiplier for *schneider*. If he makes them *schwarz*, he adds two multipliers. A Heart *solo*, with two *matadores*, and *schneider*, is worth 40. Suppose he plays a *guckser grand* "against one" and makes 98 points in the play of the cards, he reckons 1 for *game*, 1 for *schneider*, "against 1," 3 times 16, or 48. If the adversaries make him *schneider*, they add a multiplier in the same way.

If the *player* announces *schneider* in advance, which he can sometimes do with very strong cards, it adds another multiplier for the announcement. If he makes *schwarz* after announcing *schneider*, the multiplier is added. If he announces *schwarz*, which of course includes making them *schneider*, he gets an additional multiplier for each of these announcements. This gives us five possible *games*:—For the *game*, 1; for *schneider*, 2; for *schneider* announced, 3; for *schwarz* without announcing anything, 3; for *schwarz* after announcing *schneider*, 4; for *schwarz* announced, 5.

An *open grand* is always *schwarz* announced, so the game multiple must be 5, added to which must be the number of *matadores*.

If he has all four Jacks, his *game* is worth 9 times 24, or 216, the highest possible in Skat.

If a player announces *schneider* or *schwarz* and fails to make it, he loses his game. For this reason a player should never take the risk for the sake of one more multiplier unless he is very sure of success.

OVERBIDDING.

If the *player* has overbid his hand or *game*, he loses what he would have had to win to make his bid good, and this loss must be some multiple of the unit value of the *game* that he plays. Suppose he has bid up to 24 to get the play of a Heart *solo* "against three"; wins it, but finds the best Jack in the *skat*. Instead of being "against three," he is "with one," and his *game* is worth 20 only. As he bid 24, he must lose some multiple of the unit value of a Heart *solo* (which is 10), that will be as good as 24, therefore his loss is 30; because he would have had to win 30 to make his bid good.

RAMSCH.

Sometimes both Mittelhand and Hinterhand pass without bidding. If Vorhand does not care to risk any *game*, he can defend himself against the possibility that some player has a strong hand, and would beat him, by declaring "Ramsch."

In *ramsch*, Jacks are the only trumps, as in *grand*; but there is this great difference, that each player is for himself, and that his object is not to win points but to take in as few as possible. The player that has the most points at the end of the hand is charged 20 minus on the score sheet. If one player takes no trick, *ramsch* costs 30. If one player takes all the tricks, it will cost him 50. If two players are tied for the most points, each of them loses 20. In *ramsch*, the *skat* cards are not touched until the end, when they are taken by the winner of the last trick and are counted with his cards.

NULLO.

When a player has very poor cards he can bid upon a *nullo*. In *nullos* there are no trumps, no *matadores*, and no counting values to the cards. The Jacks and Tens go back to their usual places in the pack, so that the four suits rank:—Ace, King, Queen, Jack, Ten, Nine, Eight, Seven. The object in *nullo* is for the single *player* to avoid taking a single trick. The moment he wins a trick, his game is lost. *Nullo* is worth 20.

If the *player* is so sure of success that he can let his adversaries see his cards, he can bid for an *open nullo*. This must be played with all the cards in the hand of the single *player* exposed. It is worth 40.

Sometimes the *player* holds a hand which would be a good *nullo* but for one or two dangerous cards. He can bid for a *guckser nullo*, taking both the *skat* cards into his hand and then laying out any two he pleases. *Guckser nullo* is worth 15 if won; but costs 30 if lost. The *player* may bid for an *open guckser nullo*; but the announcement that it is to be played open must be made before the *skat* cards are touched. This is worth 30 if won; but costs 60 if lost.

POINT RAMSCH.

In the regular game, *ramsch* is not allowed if there has been a bid; because a bid means that the bidder has a *game*. But in some places it is agreed that if there is no higher bid than 10, the one who gets the play can announce *point ramsch*. Jacks are the only trumps, each player is for himself and the winner of the last trick takes the *skat* cards. The object is to avoid taking in tricks with points in them, and at the end of the hand the player who has taken in the greatest number of points out of the 120 to be played for is charged with a loss of that number of points on the score sheet. The others score nothing.

BEER SKAT.

This game is to see which player will first reach 201 if four play; or 151 if three play. Whoever gets there first is the loser and pays for the beer. Instead of putting down the points won by the single *player*, they are charged to his opponents. Suppose the successful bidder plays a Spade *solo* "against two," and wins it. Each of the others at the table is charged 33 points. If the single *player* should lose it, he would be charged as many times the value of the *game* as there are players at the table besides himself. Four at the table, the Spade *solo* "against two" would cost him 99 points.

LAWS OF SKAT.

The following are the Official Rules for tournament play, revised to 1908, and published by the North-American Skat League:

1. Cards must be dealt in the following order, viz.: Three-Skat-Four-Three. (See penalties.)
2. Cards must be cut by the player to the right of the dealer.
3. If all cards are dealt, the game must be played, even if the dealing was done out of turn; in such case the next deal must be made by the one who should have dealt before, and then proceed as if no mis-deal had been made; however, omitting the one who

has dealt out of his turn, thus each player deals but once during one round.

4. Bids must be made in numbers, the value of which occur in some possible game.

5. Plays or bids below ten points are not permitted.

6. In games in which the aid of the *Skat* is required, the *player* must discard two cards. (See penalties.)

7. *Schneider* or *Schwarz* cannot be announced in any game in which the aid of the *Skat* was required.

8. The *Skat* must not be looked at by any participant before the end of a game, except by the *player* when playing a game with the aid of the *Skat*. (See penalties.)

9. In case a card is served face up, a new deal must be made.

10. The *player* to be out of *Schneider* must have at least 31 points, and must have at least 61 points to win his game. The opponents need but 90 points to *Schneider* the *player* and 60 points to defeat his *game*.

11. In all games that are played *Ouvert*, the *player* must expose his cards and play openly, meaning that he lay his ten cards, face up, on the table for the observation of his opponents and playing thus from them.

12. If any player leads wrongly (plays out of his order) or neglects to follow suit, such error shall terminate the game and the same is to be considered as lost for the side having made the error. (See penalties.)

13. A player bidding ten or more must play some *game* the value of which amounts to the number of points bid by him; and in case he loses the *game*, he loses its full value.

14. *Ramsch* must be played when all participants have passed or failed to bid.

15. If a *player* has overbid his hand, the next higher value of the respective game is counted and charged against the *player*. (See penalties.)

16. In case a *player*, having overbid his hand, plays his *game* and either of the opponents commits an error, the value of such *game* is credited to the *player* and deducted or charged against the opponent who made the error. (See penalties.)

17. Examination of tricks taken, or the counting of the points of such tricks (except the last trick made) shall terminate the play. (See penalties.)

18. Participants have the privilege to examine the last trick made. (This must be done, however, before the next card is played.)

19. All participants must keep their respective tricks in the order in which the cards were played, so that each trick in a game can be traced at the end of the game.

20. If a *player* has not heard or misunderstood the bidding of another player, and thereupon has turned one of the cards in the *Skat*, the other player shall not be deprived of his rights, provided one of the other players corroborates his statement that he had not passed. The dealer shall then mix the two cards in the *Skat*, the bidding shall be continued and the player bidding highest shall have the right of playing *tournee* or any other game.

21. If a *player*, when turning, accidentally sees both cards without having announced *Passt nicht*, he shall be compelled to turn the top card and loses the right to play *Passt nicht*.

22. If, after the termination of a game and after the cards have been thrown together a difference of opinion arises as to which side has won the game, then it shall be the privilege of the *player* to announce the tricks he has made and what each of them counted. If he does not succeed in convincing the opponents that he really had won the game, the value of same shall be deducted from his score as lost. The *player* should, in his own interest, see to it that the cards are not thrown together before it has been determined whether the game was won or lost.

23. The *player* has the privilege to throw his game after the first trick, so as to save *Schneider*. He loses this privilege after two cards of the second trick are on the table.

24. If it occurs during a tournament that a *game* without *mätadores*, entitled to a prize, is won on account of revoke or playing out of order by one of the opponents, a record of the game as it then stood shall be made and submitted to the Skat Master of the section for his approbation. This record shall be attached to the score sheet, and the Prize Committee shall then decide if the game could have been won without the mistake and, therefore, should be entitled to a prize.

PENALTIES.

ALL PENALTIES IN THE NATURE OF RULES ARE TO BE
CONSIDERED AS RULES.

1. A dealer misdealing shall be charged with ten points and must deal again.* If in the course of a game it develops that cards had

* Which said points shall be deducted from his total score at the end of a session.

been misdealt, i.e., that one or more players had either too many or not enough cards, then the *player* loses the game if he did not have the right number of cards, even if the same thing occurred with one of the opponents. But if the *player* had the right number of cards and one or both of the opponents had too many or not enough, then the *player* wins, even if he would have lost the game otherwise. The dealer is not fined in this case. Each player should make sure before beginning the game, that he has ten cards, neither more nor less, in his hand.

2. In games in which the aid of the *Skat* is required, the *player* will be charged the full value of the *game* if he neglects to discard the proper number of cards.

3. If a dealer looks at either of the *Skat* cards before or during the progress of a game, he shall be charged ten points.*

4. In case a participant examines either of the *Skat* cards (without right) before the termination of a game, such persons shall be charged the full value of the *game* announced, but the opposing person or persons shall have the privilege of continuing the game for the purpose of increasing the value thereof by making *schneider*.

5. If, before a *game* is announced, it is discovered that the *Skat* cards are missing or they, or any of them, are in the possession or have been seen by any participant, the dealer shall draw out of the hand of the person having the *Skat* cards, or any of them, sufficient cards to leave said *player* ten cards, after which the bidding shall proceed as if no mistake had been made, but the player causing this proceeding shall be fined 25 points and is forbidden to participate in the bidding and denied the opportunity to play any *game* during this particular deal.*

6. A player mis-leading or neglecting to follow suit loses the game, but any one of the participants has the privilege to have such error corrected and proceed with the game to its end for the purpose of increasing the *player's* loss. If then one of the opponents makes one of these errors the *player* wins his game but its value is also charged against the opponent making the error.

7. If either of the opponents leads wrongly (plays out of order) or neglects to follow suit, such error shall terminate the game; in such case the game is won by the *player*, and its value charged against the opponent who made the error, but the *player* has the privilege to have such error corrected and proceed with the

* Which said points shall be deducted from his total score at the end of a session.

game to its end, for the purpose of increasing the value of the *game*. If he then makes one of the errors mentioned himself, he loses the game, and the first error is fully condoned.

8. If, in playing *sole*, the *player* has overbid his *game* and one of the opponents makes one of the errors mentioned, he wins the value of the *game* which he has bid and the same value shall be charged against the opponent making such error.

9. If, during the progress of a game, the *player* places his remaining cards upon the table and declares his *game* won, but is found to have erred, he shall have lost his *game*, even if he might have obtained all remaining tricks.

10. If, during the progress of a game, any one of the opponents places his cards upon the table, declaring thereby to have defeated the *player's* game, all the remaining cards belong to the *player*, and the opponent who erred shall be charged with the full value of the *game*.

11. If a *player* declares his *game* lost and places all the remaining cards upon the table, such remaining or all cards belong to the opponents, and the *player* loses the full value of the *game*.

12. A player who examines the tricks taken (except the last made trick) or counts the points thereof, loses the *game* announced, but any one of the participants has the privilege to insist on the game proceeding to its end for the purpose of increasing the *player's* loss.

13. If either of the opponents commits the act last above mentioned, the *player* can insist on proceeding with the *game* for the purpose of increasing its value. The full value of the *game* in such case shall be charged against the person committing this act.

14. If the *player* or one of the opponents claims all remaining tricks and exposes his cards and it then develops that the other side could have made another trick, then all the remaining tricks go to the other side.

15. In all cases of errors, the points lost by the participants who erred, shall be of the same number as that which the *player* wins.

THE LAWS OF WHIST.

*As revised and adopted at the Second American Whist Congress,
July 23, 1892.*

SCORING.

1. A game consists of seven points, each trick above six counting one. The value of the game is determined by deducting the losers' score from seven.

FORMING THE TABLE.

2. Those first in the room have the preference. If, by reason of two or more arriving at the same time, more than four assemble, the preference among the last comers is determined by cutting, a lower cut giving the preference over all cutting higher. A complete table consists of six; the four having the preference play.

3. If two players cut intermediate cards of equal value, they cut again, and the lower of the new cut plays with the original lowest.

4. If three players cut cards of equal value, they cut again. If the fourth has cut the highest card, the lowest two of the new cut are partners, and the lowest deals. If the fourth has cut the lowest card, he deals, and the highest two of the new cut are partners.

5. At the end of the game, if there are more than four belonging to the table, a sufficient number of the players retire to admit those awaiting their turn to play. In determining which players remain in, those who have played a less number of consecutive games have the preference over all who have played a greater number; between two or more who have played an equal number, the preference is determined by cutting, a lower cut giving the preference over all cutting higher.

6. To entitle one to enter a table, he must declare his intention to do so before any one of the players has cut for the purpose of commencing a new game or of cutting out.

CUTTING.

7. In cutting, the Ace is the lowest card. All must cut from the same pack. If a player exposes more than one card, he must cut again. Drawing cards from the outspread pack may be resorted to in place of cutting.

SHUFFLING.

8. Before every deal, the cards must be shuffled. When two packs are used, the dealer's partner must collect and shuffle the cards for the ensuing deal and place them at his right hand. In all cases the dealer may shuffle last.

9. The pack must not be shuffled during the play of a hand, nor so as to expose the face of any card.

CUTTING TO THE DEALER.

10. The dealer must present the pack to his right-hand adversary to be cut; the adversary must take a portion from the top of the pack and place it towards the center of the table; at least four cards must be left in each packet; the dealer must reunite the packets by placing the one not removed in cutting upon the other.

11. If, in cutting or in reuniting the separate packets, a card is exposed, the pack must be reshuffled and cut; if there is any confusion of the cards or doubt as to the place where the pack was separated, there must be a new cut.

12. If the dealer reshuffles the cards after they have been properly cut, he loses his deal.

DEALING.

13. When the pack has been properly cut and reunited, the dealer must distribute the cards, one at a time to each player in regular rotation, beginning at his left. The last, which is the trump card, must be turned up before the dealer. At the end of the hand, or when the deal is lost, the deal passes to the player next to the dealer on his left, and so on to each in turn.

14. There must be a new deal by the same dealer:—

I. If any card except the last is faced in the pack.

II. If, during the deal or during the play of the hand, the pack is proved incorrect or imperfect; but any prior score made with that pack shall stand.

15. If, during the deal, a card is exposed, the side not in fault may demand a new deal, provided neither of that side has touched a card. If a new deal does not take place, the exposed card cannot be called.

16. Any one dealing out of turn or with his adversaries' cards may be stopped before the trump card is turned, after which the deal is valid, and the cards, if changed, so remain.

MISDEALING.

17. It is a misdeal:—

I. If the dealer omits to have the pack cut, and his adversaries discover the error before the trump card is turned, and before looking at any of their cards.

II. If he deals a card incorrectly and fails to correct the error before dealing another.

III. If he counts the cards on the table or in the remainder of the pack.

IV. If, having a perfect pack, he does not deal to each player the proper number of cards, and the error is discovered before all have played to the first trick.

V. If he looks at the trump card before the deal is completed.

VI. If he places the trump card face downward upon his own or any other player's cards.

A misdeal loses the deal, unless, during the deal, either of the adversaries touches the cards, or in any other manner interrupts the dealer.

THE TRUMP CARD.

18. The dealer must leave the trump card face upward on the table until it is his turn to play to the first trick. If left on the table until after the second trick has been turned and quitted, it becomes an exposed card. After it has been lawfully taken up, it must not be named, and any player naming it is liable to have his highest or his lowest trump called by either adversary. A player may, however, ask what the trump suit is.

IRREGULARITIES IN THE HANDS.

19. If, at any time after all have played to the first trick, the pack being perfect, a player is found to have either more or less than his correct number of cards, and his adversaries have their right number, the latter, upon the discovery of such surplus or deficiency, may consult, and shall have the choice:—

I. To have a new deal; or

II. To have the hand played out; in which case the surplus or missing card or cards are not taken into account.

If either of the adversaries also has more or less than his correct number, there must be a new deal.

If any player has a surplus card, by reason of an omission to play to a trick, his adversaries can exercise the foregoing privilege only after he has played to the trick following the one in which such omission occurred.

EXPOSED CARDS.

20. The following are exposed cards:—

I. Every card faced upon the table otherwise than in the regular course of play, but not including a card led out of turn.

II. Every card thrown with the one led or played to the current trick. The player must indicate the one led or played.

III. Every card so held by a player that his partner admits he has seen any portion of its face.

IV. All the cards in a hand so lowered or held by a player that his partner admits he has seen the hand.

V. Every card named by the player holding it.

21. All exposed cards are liable to be called by either adversary, must be left face upward on the table, and must not be taken into the player's hand again. A player must lead or play them when they are called, provided he can do so without revoking. The call may be repeated until the card is played. A player cannot be prevented from leading or playing a card liable to be called; if he can get rid of it in the course of play, no penalty remains.

22. If a player leads a card better than any his adversaries hold of the suit, and then leads one or more other cards without waiting for his partner to play, the latter may be called upon by either adversary to take the first trick, and the other cards thus improperly played are exposed cards; it makes no difference whether he plays them one after the other or throws them all on the table together; after the first card is played, the others are exposed.

23. A player having an exposed card must not play until the adversary having the right to call it has stated whether or not he wishes to do so. If he plays another card without so waiting, such card also is an exposed card.

LEADING OUT OF TURN.

24. If any player leads out of turn, or before the preceding trick has been turned and quitted, a suit may be called from him or his partner when it is next the turn of either of them to lead. The pen-

alty can be enforced only by the adversary on the right of the player from whom a suit can lawfully be called.

If a player so called on to lead a suit has none of it, or if all have played to the false lead, no penalty can be enforced. If all have not played to the trick, the cards erroneously played to such false lead cannot be called, and must be taken back.

PLAYING OUT OF TURN.

25. If the third hand plays before the second, the fourth hand may also play before the second.

26. If the third hand has not played, and the fourth hand plays before the second, the latter may be called upon by the third hand to play his highest or lowest card of the suit led, or if he has none, to trump or not to trump the trick.

REVOKING.

27. A revoke is a renounce in error, not corrected in time. A player renounces in error, when, holding one or more cards of the suit led, he plays a card of a different suit.

28. A renounce in error may be corrected by the player making it, before the trick in which it occurs has been turned and quitted, unless either he or his partner, whether in his right turn or otherwise, has led or played to the following trick, or unless his partner has asked whether or not he has any of the suit renounced.

29. If a player corrects his mistake in time to save a revoke, the card improperly played by him becomes an exposed card; any player or players who have played after him may withdraw their cards and substitute others; the cards so withdrawn are not liable to be called.

30. The penalty for revoking is the transfer of two tricks from the revoking side to their adversaries; it can be claimed for as many revokes as occur during the hand. The revoking side cannot win the game in that hand; if both sides revoke, neither can win the game in that hand.

31. The revoking player and his partner may require the hand in which the revoke has been made to be played out; if the revoke loses them the game, they nevertheless score all points made by them up to the score of six.

32. At the end of a hand, the claimants of a revoke may search all the tricks. If the cards have been mixed, the claim may be urged and proved if possible; but no proof is necessary, and the revoke is established, if, after it has been claimed, the accused player or his

partner mixes the cards before they have been examined to the satisfaction of the adversaries.

33. The revoke can be claimed at any time before the cards have been presented and cut for the following deal, but not thereafter.

MISCELLANEOUS.

34. If a player is lawfully called upon to play the highest or lowest of a suit, or to trump or not to trump a trick, or to lead a suit, and unnecessarily fails to comply, he is liable to the same penalty as if he had revoked.

35. Any one, during the play of a trick and before the cards have been touched for the purpose of gathering them together, may demand that the players draw their cards.

36. If any one, prior to his partner playing, calls attention in any manner to the trick or to the score, the adversary last to play to the trick may require the offender's partner to play his highest or lowest of the suit led, or, if he has none, to trump or not to trump the trick.

37. In all cases where a penalty has been incurred, the offender must await the decision of the player entitled to exact it. If the wrong player demands a penalty, or a wrong penalty is demanded, none can be enforced.

38. When a trick has been turned and quitted, it must not again be seen until after the hand has been played. A violation of this law subjects the offender's side to the same penalty as in case of a lead out of turn.

39. If any player says, "I can win the rest," "The rest are ours," "We have the game," or words to that effect, his partner's hand must be laid upon the table, and treated as exposed cards.

40. League clubs may adopt any rule requiring or permitting methods of scoring or of forming the table, different from those above prescribed.

GAME OF FIVE HUNDRED.

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The game of Five Hundred is essentially a game for three players, but it is also played by four, two of the players as partners against the other two.

THE PACK.

For the three-handed game all the cards above the six-spot are used.

For the four-handed partner game all the cards above the three-spot are used, excepting the four of Diamonds and Hearts.

The Joker is always used.

DEALING.

The first deal, which includes choice of seats, is decided by cutting. The cards are laid out face downward in the shape of a fan; each player draws a card; the lowest card drawn wins the deal, the Joker being lowest of all. If the cards drawn by two players are of the same value, and equally entitled to the deal, they draw again; the lowest card thus drawn wins the deal.

The pack is then shuffled, and the player to the right of the dealer cuts, and not less than five cards must be left in either packet. The deal is performed by the dealer giving on the first round three cards to each player in rotation, beginning with the player on his left, then two on the second round, three cards on the third, and two on the fourth, making ten cards in all to each player. The three cards for the widow are dealt face down on the table, after the end of the second and before the beginning of the third round. After the first deal, the right of dealing passes in regular rotation to the left. A misdeal does not lose the deal.

RANK OF THE CARDS.

The cards in suits, not trumps, rank as in Whist, the Ace being the highest and the four being the lowest. When a suit is made Trumps the cards rank as follows: The Joker is always the highest trump card, the Jack of the suit declared is the next highest trump, the other Jack of the same color (black or red, as the case may be) is the third highest trump, and the others follow, Ace, King, Queen, ten, nine, etc., of the declared suit.

In a "no trump" hand, the Joker is the only trump card. It can be played on any suit, provided the player has no card of the suit led in his hand. If the Joker is led, the player leading it has the

privilege of naming the suit he wishes played to it, and the players must, if possible, play a card of the suit called for.

THE BID.

After the cards have been dealt, the eldest hand (the player to the left of the dealer) begins the bidding for the privilege of naming the trump, or may decline to bid at all. Each player, in turn, continuing to the left, has then the right to bid, but if he bids out of turn he loses the right of bidding for that deal. The highest bidder is entitled to the widow and discards all but ten cards. No bid can be made for less than six nor more than nine tricks. If there is no bid for at least six tricks, the cards are bunched and the deal passes to the next player on the left. Each player bids to take a certain number of tricks, naming the suit he is bidding on, thus: seven in Clubs, eight in Diamonds, etc. If he is bidding without trumps, he must so declare.

A bidder is debarred from making any deviation from his bid once made, and if his bid is successful, he is compelled to play it out.

The suits rank in value, Clubs being the lowest, Spades, Hearts, Diamonds. No trumps being the highest.

The rank of a bid depends upon the score value of the tricks bid. Thus, eight tricks in Hearts (240) would outrank eight tricks in Spades (180); but nine tricks in Clubs (160) would outbid seven tricks in Hearts (160), because, although of the same score value, the preference is given to the suit which requires the most tricks to make the same score.

SCORING.

The game consists of 500 points. The player whose score first reaches 500 points wins the game. The following table shows the scoring value of the tricks in each suit:

TABLE OF SCORING VALUES

If Trumps are	6 Tricks	7 Tricks	8 Tricks	9 Tricks
CLUBS	40	80	120	160
SPADES	60	120	180	240
HEARTS	80	160	240	320
DIAMONDS	100	200	300	400
NO TRUMPS	120	240	360	480

After the hand is played out, if the successful bidder makes as many tricks as he has bid, he has the first count; he scores according to the above table. He cannot score for any tricks taken more than he bid; except should he take all ten tricks, he is entitled to score 250 in place of any lower amount he has bid. Each player other than the bidder counts ten for every trick he takes, but he cannot score them until after the successful bidder has scored his points. Should the bidder fail to take the required number of tricks bid, he is "set back" the number of points his bid calls for. Should the bid, successfully made, put the bidder out, he may claim the game as soon as the number of tricks he bid are taken. If either of the opponents during the play of the hand should make sufficient points to win the game he cannot score them until after the bidder has scored his points, he having always the right to score first.

PLAYING THE HAND.

The player who makes the highest bid leads any card he pleases, and each player, beginning with the one to the left of the leader, must play in turn a card to the lead. Each player *must follow suit* if he can; failure to follow suit when able to do so constitutes a revoke. If he has no card of the suit led he is not compelled to trump, but may play a card of any suit he chooses. When all the players have played to the lead, that constitutes a trick. The winner of the first trick leads to the next, and the playing proceeds in this way until all the cards held by each of the players are played out.

REVOKING

When a revoke is established the cards remaining unplayed, if any, are abandoned. If the bidder has revoked he is set back the amount of his bid, and his adversaries score what tricks they have so far made.

If either of the adversaries has revoked neither of them can score anything, and the bidder scores the amount of his bid.

Any details relating to the formation of the table, shuffling, cards liable to be called, cards played in error or out of turn, not covered by the above rules, follow the Laws of Whist.

SOLO.

Solo is played by three or four (usually four) persons, with a Euchre pack of thirty-two cards. Five players may engage in it, but the number of the cards must then be increased to forty, by adding the Five and Six of each suit. The game as described here is for four players.

DEALING.

The deal is decided by one of the players dealing the cards, one at a time, face upwards; the player to whom the first Club falls is dealer.

The dealer shuffles the cards, and after the player to his right has cut, he deals to each player eight cards, by three and two and three at a time. The deal, after the first round, passes to the left in rotation.

THE POOL.

Before the cards are dealt the dealer puts a *stake* into the pool.

The amount of the stake is agreed upon before commencing to play, and is usually two or four chips or counters. The pool is increased by the forfeits (or Bête) which occur in the game.

A Bête can never exceed sixteen chips; and when the pool contains sixteen it is called a Stamm.

A Stamm properly consists of sixteen chips; and if the pool contain *sixteen or more*, a Bête paid to, or a Stamm drawn from, the pool would then be sixteen. If, however, the pool contain *less* than sixteen—six, ten, or twelve, for instance—the Bête paid, or the Stamm drawn, would then consist of only six, ten, or twelve, as the case may be.

RANK OF THE CARDS.

The Queen of Clubs is called Spadilla, and is always the best trump. The Queen of Spades is called Basta, and is always the third trump. The Seven of the trump suit (whatever it may be) is called Manilla, and ranks second, or next below Spadilla. These three cards are natural Matadores. When Clubs or Spades are trumps, they are termed short suits, as they contain nine trumps; when Hearts or Diamonds are trumps, they are long suits, because they contain ten trumps, as follows:

CLUBS OR SPADES.		HEARTS OR DIAMONDS.	
Spadilla,	Knave,	Spadilla,	Queen,
Manilla,	Ten,	Manilla,	Knave,
Basta,	Nine,	Basta,	Ten,
Ace,	Eight.	Ace,	Nine,
King,		King,	Eight.

RANK OF BIDS.

One of the suits is selected, which is termed *couleur*, and bids in that suit are worth twice as much as in either of the other three suits (free suits). *Couleur* is generally Clubs; or, after the first game, that suit in which the first game was won. The rank and value of the bids are as follows:

Simple game, in suit,	.	.	.	2 chips.
" " in couleur,	.	.	.	4 "
Forcée Partout, in suit,	.	.	.	4 "
" " in couleur,	.	.	.	8 "
Solo in suit,	.	.	.	4 "
" in couleur,	.	.	.	8 "
Tout, in suit,	.	.	.	16 "
" in couleur,	.	.	.	32 "

Forcée Partout outranks a Simple; Solo outbids Forcée Partout, and Tout supersedes any Solo.

FORCÉE SIMPLE.—When all have passed, the holder of Spadilla is forced to call for an Ace, and play with his friend against the other two players. The holder of the called Ace then names the trump, but not the suit of the called Ace. Forcée Simple is not a bid; but, in the absence of any bid, a compulsory play of at least a *Simple* Game, with corresponding payments.

MATADORES OR HONORS.

HIGHER MATADORES.—Spadilla, Manilla, and Basta are called *higher Matadores*. When they all three are in a player's hand (or in the hands of himself and friend), they count one chip for the three in the payment of the game.

LOWER MATADORES.—When all three of the *higher Matadores* are held by either side, all trump cards that are also held in uninterrupted succession from Ace downwards, are also counted as Matadores. Each lower Matadore counts one chip in payment of the game.

RESERVATION, or Reneging (*see* note to Law 12), is allowed when a trump or lower Matadore is led; in that case a higher Matadore unguarded may be *reserved* without penalty for a revoke. No Mata-

dore *need* be played to a lead of trumps, even if a higher Matadore has been played, unless the higher Matadore has been *led*. A higher Matadore, *when led*, forces a lower Matadore unguarded; a lower Matadore or any trump card *led* does not force a higher Matadore. Sometimes Solo is played without the element of reservation being introduced. (See Reneging, Spoil-Five.)

OBJECT OF THE GAME.

The primary object in the game is for a player (if his cards will permit) to get the privilege of naming the trump, and playing either alone against the other three, or with the assistance of a friend against the remaining two players. This privilege is accorded to a bidder or announcer of the highest play. A successful bidder must take five tricks in order to win from the opponents the value of his bid; if he fail to take five tricks, he must pay the same price to each of the opponents.

DESCRIPTION AND PAYMENT OF THE BIDS.

SIMPLE GAME.—A *Simple Game* is when the bidder, unwilling to play a Solo, names the trump suit and calls for an Ace; the holder of the called Ace then acts as his partner or friend. Until the called Ace falls in play, it is not necessarily known who the friend really is; but he, acting on his own knowledge, is bound to assist the bidder to the best of his ability.

The payment for a *Simple Game* in *suit* is two chips; or if in *couleur*, four chips. If the bidder and friend win five tricks, each receives the value of the game (including the price of the Matadores, if any) from, or, if they lose, each pays the same to, his left-hand neighbor.

If the bidder calls for an Ace which is in his own hand, his Game is the same as a Solo, and he settles alone the payments for a Solo with the other three.

If the bidder holds all four Aces, and is not willing to play a Solo, he can call for a King instead of an Ace.

FORCÉE PARTOUT.—The holder of Spadilla and Basta must always announce it, unless a higher bid has already been made by himself or a previous bidder. It may be played as a Solo or with a called Ace. The holder of the called Ace then names a trump, but not in the suit of the called Ace.

SOLO.—A Solo is when the bidder undertakes to take five tricks unaided. He names the trump, and plays alone against the other three.

The payment of a Solo in *suit* is four chips; in *couleur*, eight chips. The bidder alone receives payment for the game (and Matadores, if any) from the other three. If he lose, he pays each the same amount.

If the Solo be in *couleur*, and he wins it, he also draws a Stamm from the pool. (*See The Pool.*) If he lose the game, he puts a Bête into the pool, in addition to the regular payments.

A Tout is when the bidder proposes to take all the tricks, either playing Solo or with a called Ace. The payment for a Tout is sixteen chips, if in *suit*, or thirty-two chips, if in *couleur*.

In some places, the winner of a Solo-Tout, in *couleur*, draws a Stamm from the pool; or, if he loses, he pays a Bête into the pool. (*See The Pool.*)

If in the course of playing a Solo, or a Simple, the player (alone, or with his friend, as the case may be), having succeeded in taking the first five tricks, and believing it possible to make all the eight, should lead his sixth card, this act signifies that he proposes incidentally to play for Tout. By doing this he forfeits his right to any payment to which the winning of the five tricks would have entitled him. If he succeeds, he wins double the value of the game, if in *suit*, or four times the value if in *couleur*, from each of the others, and also the price of the Matadores, if any.

If he fails to take all the tricks, he (and his partner, if any) must pay in the same proportion.

If no bid be made, the holder of Spadilla is obliged to assume the play. (*See Forcée Simple*, page 287.)

METHOD OF BIDDING.

After the hands are dealt, the eldest hand has the first say. If his hand is not good, he can pass, and the next player can do the same, and so on. If, however, the eldest hand considers his cards good enough (at any rate with the assistance of an Ace) to make five tricks, he says, "I ask." The next player can outbid him or pass, the other two players having the opportunity in turn to bid higher or pass. The highest bidder then plays alone against the other three, or, with the assistance of a friend, against the other two, as the case may be; in either case, the bidder names the trump. If the called Ace be in the caller's own hand, the game then ranks in value as a Solo. If the caller holds all four Aces, and will not play Solo, he can call for a King in the same manner as for an Ace.

If all pass, then the player who holds Spadilla is compelled to

play a Forcée Simple; that is, to call for an Ace, the holder of which becomes his partner or friend. (*See Forcée Simple*, page 287.)

The bidding is done in this manner: Supposing A has a hand good for playing a Solo in Hearts, he *asks*. B says, "Is it in *couleur*?" A answers, "Yes." B says, "Is it Solo?" A answers, "Yes." B again asks, "Is it Solo in *couleur*?" A replies, "No," and therefore passes. B then has the say, and unless either C or D can bid a Tout, B must play Solo in *couleur*. A player is compelled to play at least the game he bids; he may possibly play higher game, but he cannot play a lower game than he bids.

PLAYING THE HAND.

After the bidding has been concluded, the eldest hand leads any card he chooses. The next player to his left plays a card to it, and so on in rotation until each player has played a card to the lead. The four cards thus played constitute a trick. The highest card of the suit led wins the trick. Trumps win other suits. Suit must be followed, except with special cards. (*See Matadores.*) If suit cannot be followed, trumping is optional. The winner of the trick leads to the next, and so on.

LAWS OF SOLO.

1. The deal is determined by one of the players delivering a card face upwards to each player in rotation, beginning to his left; the player to whom the first Club falls is dealer.

2. After the dealer has shuffled the cards, and the pack has been cut by the player to his right, he delivers to each player in rotation, commencing with the player to his left, eight cards, by three and two and three at a time. After the first hand has been played, the deal passes in rotation to the left.

3. If the dealer deals without having the pack properly cut; or if he exposes any of the cards of the other players; or if he gives either player too few or too many cards; or if a card is faced in the pack—there must be a fresh deal. The cards must be re-shuffled and re-cut, and the dealer must deal again.

4. A player who has passed cannot afterwards *bid* to play that deal.

5. If a player *asks*, he must play, unless he is overbid.

6. If all the players pass, the holder of Spadilla is forced to call for an Ace, and play with his friend against the other two players.

7. If a player pass, having Spadilla and Basta in his hand, unless

Solo or a higher bid has already been made, he must pay a forfeit of Bête, and a new deal ensues. (*See Forcée Partout*, page 288.)

8. If a Solo player lead a card before naming the trump, it is presumed that he means to play in *coulour*, and he must so play.

[In some circles, if a Solo player leads a card before naming the trump, the next one to his left may name the trump for him.]

9. If a player, having made the first five tricks, leads his sixth card, he is bound to play for Tout, or all the tricks, with all the payments that Tout involves. If he makes all the tricks, he is paid for all. If he fails to make all the tricks, he loses all.

10. If, when a Solo is played, either of the three opponents lead or play a card out of turn, or expose a card, they all equally lose the game. There is no penalty for the Solo player, if he commit any of these errors. The following are exposed cards:—

I. Two or more cards played at once.

II. Any card exposed in any manner so as to be seen by a partner, or named by an adversary, no matter how exposed, whether dropped on the table, thrown on the table, or held above the table, detached or not detached.

11. If the game be played with a called Ace, two against two, and any player commit either of the foregoing errors enumerated in Law 10, he and his partner equally forfeit the game, the guilty player alone playing a Bête into the pool.

12. Each player must follow suit, if possible (*but see* note to this law); if a suit is led, and a player having a card of that suit should play a card of another suit to it, and the trick has been turned and quitted, that constitutes a revoke.

[A player is entitled to *renege* or *reserve* a Matadore when a lower trump is led, and also to *renege* a higher Matadore when a lower one is led; but a higher Matadore (when led) always forces the lower one, when the latter is unguarded. *See* Matadores or Honors, page 287.]

13. If a player revokes when not entitled, or reneges when not entitled, his side forfeits the game. (*See* note to Law 12.)

In all other particulars where these laws do not apply, consult the laws of Solo Whist.

The game of Solo is by no means an easy one to master; the intricacies of play which it involves demand a great deal of judgment and considerable practice to give any assurance of success. An unusual amount of tact and close calculation will be needed in deciding upon the bid that the cards held will justify.

HEART SOLO.

This three-handed game differs from the regular game for four players in certain points. All the cards of the Diamond suit must be discarded, except the Seven; and in order to reduce the number of cards in the pack to twenty-four, the Eight of Hearts is also rejected. All the suits, therefore, contain nine trumps, except Diamonds, which has only three, and is always *couleur*.

The only bids that can be made are in Solo. If all pass, the hands must be played, and the winner of the *last trick* loses a Solo.

CAYENNE WHIST.*

For this exceedingly interesting variation from the ordinary game of Whist, sometimes called "*Manteuffel*," two Whist packs of cards are required.

Partnerships may be determined by the ordinary method of cutting (the highest two playing against the lowest two). The lowest cut has the choice of seats and cards, and is also entitled to the deal.

THE DEAL.

After the cards have been properly shuffled and cut, the dealer will give at first six cards to each player, beginning at the left, and then seven each, completing the pack.

DETERMINATION OF CAYENNE.

While the dealer is distributing the cards, his partner will shuffle the other pack and pass them to the right to be cut. The card which is turned up is called "Cayenne".

DECLARING THE TRUMP.

The dealer now examines his hand, and may determine the trump. The Ten spots are *honors*, as also the Aces, Queens, Kings, and Knaves; and therefore honors cannot be divided, as at least three must fall on one side.

Three honors count 2, four honors count 4, and five honors count 6, by honors.

* From Dick's "New Card Games". New York: Dick & Fitzgerald.

The matter of honors being an important one, the dealer in his choice of trump suit will carefully consider the face cards and Ten spots that he holds in his hand.

If he elects to play in "Cayenne"—that is, the suit that has been turned up from the other pack—then his side make or lose four times the number of tricks and honors combined. As, for instance, 2 by tricks and 4 by honors is $6 \times 4 = 24$.

If he elect to play in "second color"—which is *next* in *suit*—his side make or lose three times, or (as above) eighteen.

If he play in "third color", his side make or lose two times, or (as above) twelve.

And if in "fourth color", then *once* only, or six.

With a *red* Cayenne Clubs are third color and Spades fourth.

With a *black* Cayenne Hearts are third color, and Diamonds fourth.

GRANDE.—If the dealer finds his hand strong in leading cards of various suits, he may order the Cayenne card to be turned down and play "en Grande"—or strict Whist without trumps.

In this case, as there are no honors, his side make or lose eight times the number of tricks over six—as 4 by tricks would be $4 \times 8 = 32$.

Notwithstanding all this latitude, it will often occur that the dealer cannot confidently play in any of the ways above indicated; and it is his privilege, whether from a very poor hand or from an antipathy against playing in a low color (say third or fourth), to leave the choice to his partner; in which case it is obligatory upon the latter to determine the matter.

The partner has now the same choice as before mentioned, viz.: Cayenne, second, third, or fourth colors, as trumps, or "en Grande", without trumps. There is still another choice left, viz.:

NULLO.—In this case the Cayenne card is turned down and the game proceeds without honors, but with the object of taking *as few tricks as possible*. This is directly opposite to playing en Grande, where the object is to take all the tricks possible.

In Nullo the side taking the fewest tricks win eight for every trick more than six taken by their opponents.

This variation from the ordinary game is the chief and interesting feature of Cayenne Whist, and affords an excellent opportunity for the display of skill. Of course low cards are requisite and high cards are fatal to success, as the latter must win tricks unless judiciously discarded as opportunity occurs.

The dealer must bear in mind that by leaving the making of trumps to his partner he exposes himself to the chance of being compelled to play in Nullo; and this will inevitably happen if the partner holds a poor hand, with low cards. If his own is a poor one, he may safely leave it to his partner; but with any considerable proportion of medium or high cards, he should make a careful choice between exposing himself to this risk and to playing in a low color.

By watching the score he will sometimes see that it is good policy to play in a low color, with the probability of losing a few, rather than be forced to play Nullo and lose a good many. And again, it will often happen that in a low color enough can be made to complete the game, or at least entitle the players to score.

It will generally be understood that when the dealer leaves it to his partner, he cannot be averse to his partner's playing in Nullo.

In Nullo the Ace is counted a low card unless the player chooses to call it high. This choice may be availed of when the player wants to get the lead, and must be announced before the card is covered.

PLAYING.

When the trump is determined upon, the game proceeds as in ordinary Whist, subject to all its rules and conditions.

THE SCORE.

To those who are accustomed simply to the game of seven points up and who count their gains or losses by *games*, the method of scoring in Cayenne Whist may at first seem intricate; but a few moments of careful attention to the matter will enable them to understand it fully. In this, as in English Short Whist, the gains and losses are reckoned in *points* instead of games, and the players get the benefit of every trick they make.

The rubber consists of 4 games of 10 points each, and consequently may *possibly* be made in a single hand.

40 points	are 4 games,	
36 "	are 3 "	and 6 points.
24 "	are 2 "	and 4 "

Each game of 10 points is worth either

A single	or 1 scoring point.
A double	or 2 " "
A treble	or 3 " "
or A quadruple	or 4 " " as follows,

A quadruple	when	opponents	have	0	to	their	credit.
A treble	when	"	have	1	to	3	inclusive.
A double	when	"	have	4	to	6	"
A single	when	"	have	7	to	9	"

When either party scores a game of 10 (or more), whatever portion of a game may be standing to credit of opponents is canceled.

The winner of the *rubber* takes 8 extra points.

EXAMPLE.—A and C on first hand make, say, 24 points, or 2 games and 4 points. As B and D have nothing to credit, both these games are scored as *quadruples*, leaving 4 points to credit towards another game.

B and D on second hand make, we will say the same, 24, or 2 games and 4 points. In this case the first game is scored only as a *double*, on account of the 4 points to credit of A and C. These are *now canceled* and the second game becomes worth a *quadruple*, and is scored as such—leaving 4 points to credit.

The score now stands

A and C	4—4	
B and D	2—4	and 4 points to credit.

A and C require, on third hand, 2 games or 20 points to win the rubber. Let us suppose they make 16, or 1 game and 6 points.

As before seen, this game is scored as a *double*, and the four points to credit of B and D are *canceled*—the score now standing

A and C	4—4—2	and 6 points to credit.
B and D	2—4	

Now let us suppose B and D make what they require to complete the rubber, viz., 20 points, or 2 games. As shown above, the first game is scored a double and the second a quadruple. Thus:

A and C	4—4—2	
B and D	2—4—2—4	and 8 for the rubber.

B and D thus win 20 less 10, or 10 scoring points.

As large counts may sometimes be made in a single hand, so it will sometimes happen that small counts are made, and another example will serve to illustrate the score under comparatively small counts.

Say A and C make 8; then B and D make 6; neither party scores yet because neither has made 10.

A and C now make 8 more, and have in all 16, or 10 and 6. This

10 is scored as a double, the 6 to credit of B and D are wiped off, and score stands

A and C	2	
B and D	0	with 6 to credit of A and C.

B and D now make 9 (not enough to score). A and C make 9, which with the 6 to their credit make 15, or 10 and 5. This 10 is scored as a single, and the 9 of B and D disappear—score standing

A and C	2—1	
B and D	0	with 5 to credit of A and C.

A and C now play and win 10. These with the 5 now to credit of A and C, make 15, or 10 and 5. The 10 is scored as a quadruple.

A and C	2—1—4	
B and D	0	with 5 still to credit of A and C.

Now we suppose B and D to win 24, or 10, 10, and 4. B and D now score a double for the first 10 (the 5 to credit of A and C disappear) and a quadruple for the second 10, and the score stands

A and C	2—1—4	
B and D	2—4	with 4 to credit of B and D.

It is now D's turn to deal, and his side make, say, 16, which with the 4 to their credit make the 20 or two 10's required to complete the game. These are both scored a quadruple, and score stands

A and C	2—1—4	
B and D	2—4—4—4.	

Adding 8 to B and D's score for the rubber, and deducting what A and C have made, we see that the latter have lost 15 points on the game.

Neither party can score from *honors alone*. These may be counted up to credit of holders, to the extent of 9, unless the party winning by tricks get 10, and score in consequence. As, for example: Playing in "Cayenne", A and C hold 2 by honors, while B and D make 2 by tricks. In this case, each side is credited with 8. If B and D had made 3 by tricks (or 12), they would have scored a quadruple and A and C would have derived no benefit from their honors.

The winners of *every trick*, in any hand, make a "Grand Schlemm" and earn 6 winning points, independent of the regular score.

Winning 6 by cards, or every trick but one, constitutes a "Petit Schlemm," and earns 4 winning points.

In all other particulars the game is governed by the laws of Whist.

NAPOLEON.

Napoleon may be played by any number of persons, but five or six make the best game.

If six play, the dealer has no hand; but he pays or receives the same as the other players. If five play, it should be agreed before sitting down whether the dealer is to have a hand or not. A pack of fifty-two cards is required, which rank as at Whist.

DEALING.

The deal being determined, and the pack shuffled and cut, the dealer reunites the packets, and deals five cards to each player, one at a time.

DECLARING TO PLAY.

The deal being completed, each player in rotation looks at his cards, and declares how many tricks he will stand for, or whether he will *pass*. If the first player passes, the next has a similar option. As soon as any player declares, the player after him in rotation must either declare for more tricks than already declared, or must pass; and so on all round.

The player who makes the highest declaration becomes the *stand-hand*. If a player declares *Nap*, i. e., that he plays for all five tricks, he becomes the stand-hand, as no higher declaration can be made.

If all pass, the first player is obliged to stand for one trick.

PLAYING.

The stand-hand plays against all the others. He has the first lead, and the card he leads makes the trump suit. The cards are played one at a time by the players in rotation to the left of the leader, the cards thus played to each lead constituting a *trick*.

The trick is won by the highest card of the suit led, or, if trumped, by the highest trump, the cards ranking as at Whist. The winner of the trick leads to the next, and so on until the hand is played out, or the necessary number of tricks are made.

The cards played remain face upwards on the table in front of the persons playing them.

The players must follow suit if able. If unable to follow suit, a player may play any card he pleases.

No one is obliged to head the trick, nor to trump.

VALUE OF THE TRICKS.

Each trick stood for is valued at a certain amount, previously agreed on.

If the stand-hand succeeds in winning at least the number of tricks he stood for, he receives from each of the other players so much for each trick. Thus, if each trick is valued at one counter, and the stand-hand declared "three" and wins three or more tricks, he receives three counters from each of the other players. If he fails to win three tricks, he similarly pays three counters to each of the other players.

If four tricks are declared, and the stand-hand is successful, he receives double the value of four tricks from each of the other players. If unsuccessful, he only pays the single value of four tricks all round.

If Nap is declared, and the stand-hand succeeds in winning all five tricks, he receives triple the value of five tricks from each of the other players. If he fails, he only pays the single value of five tricks all round.

VARIATIONS IN THE MODE OF PLAYING.

VALUE OF THE TRICKS.—Sometimes four tricks only receive single, and Nap only double. The payment of a double stake for four tricks won is preferable, as it induces declarations of four.

MISÈRE.—Some players introduce a declaration of *Misère* or *no trick*. *Misère* ranks between declarations of three and four. If a player declaring *Misère* takes no trick, he receives a stake of three all round; if he wins a trick, he pays six all round.

JAM.—If the game is played with *Jam*, the dealer puts in the pool a stake previously agreed on; and so on for each subsequent dealer. A declaration of four tricks with *Jam* takes precedence of four without *Jam*. If the stand-hand declares "four with *Jam*" and succeeds in winning four tricks, he takes the *Jam* from the pool, in addition to what he receives all round. If he fails, he puts in the pool the amount it already contains, in addition to what he pays all round. If there is any *Jam* in the pool when the play ceases, the pool is divided.

SIR GARNET consists of an excess hand of five cards, dealt in the usual way, and left on the table. Until this extra hand is appropriated, each player, when it is his turn to call, has the privilege of taking it up and combining it with his own hand. From the ten cards thus in his possession he must reject five, which he throws

away face downwards, and on the remaining five he is bound to declare Napoleon. The stakes are the same as on an ordinary Nap call.

LAWS OF NAPOLEON.

CUTTING, SHUFFLING, AND DEALING.

1. The players, having taken their seats, cut for deal. The lowest deals. In cutting for deal Ace is lowest.

2. Each player has a right to shuffle. The dealer has the right of shuffling last.

3. The cards must not be shuffled below the table, nor in such a manner as to expose the faces of the cards.

4. The player to the dealer's right cuts the cards. At least a trick must be cut, and at least a trick left in the lower packet.

5. If a card is exposed in cutting, or in reuniting the cut packets, or if there is any confusion of the cards, the pack must be re-shuffled and cut again.

6. The dealer must deliver the cards face downwards, by one at a time, to each player in rotation, beginning to his left. If the dealer has no hand, he does not deal to himself.

7. If it is discovered before the deal is completed that a card is faced in the pack, there must be a fresh deal.

8. If the dealer deals (*a*) without having the pack cut; or (*b*) shuffles the pack after it has been cut with his consent; or (*c*) deals out of order, *e. g.*, misses a hand or gives too many or too few cards to any player (even though the hand has been partly played out when the error is discovered), or deals two cards together and then deals a third without rectifying his error; or (*d*) exposes a card in dealing; or (*e*) deals too many cards—he is liable to no penalty. There is no misdeal. The dealer deals again.

9. The player to the dealer's left has the next deal. Each player is entitled to a deal (*i. e.*, the game should not be abandoned until the deal has returned to the original dealer).

10. If a player deals out of turn, he may be stopped at any time before the deal is completed, *i. e.*, before each player has five cards. If not stopped, the deal stands good, and the rotation of dealing proceeds to the left of the player who dealt out of turn.

DECLARING TO PLAY.

11. Players must declare to play in rotation, beginning to the dealer's left. A player having declared to play cannot retract nor alter his declaration.

12. If a player (*a*) exposes a card before all have declared; or (*b*), declares before his turn, he cannot stand on that hand.

PLAYING.

13. If any player, except the stand-hand, (*a*) exposes a card before it is his turn to play; or (*b*) plays out of turn (the rotation of play going to the left); or (*c*) detaches a card which he does not play to the current trick—he has to pay the value of three tricks to the stand-hand, as a fine in addition to what he may lose on the hand; and if the stand-hand loses, the player fined receives nothing. If the stand-hand exposes or detaches a card, or leads or plays out of turn, he is liable to no penalty.

14. If any player, except the stand-hand, revokes, and the stand-hand wins, the revoker has to pay the stakes of all the players. If the stand-hand loses, he pays all round, except to the revoker, who receives nothing. The cards played after the correction of a revoke are replayed. A revoke is established if any one has played after the person renouncing in error; or if the player not following suit when able has led again. If the renounce in error is corrected before another card has been played or led, the offender is only liable to the penalty for exposing a card. (*See* Law 13.)

15. If the stand-hand revokes, he loses what he stood for.

16. Any player is entitled to be informed how many tricks were stood for, and how many tricks the stand-hand has made.

17. If the stand-hand wins, he is bound to show his unplayed cards. If the stand-hand loses, he is entitled to see the unplayed cards of the other players.

AFTERCOMERS.

18. An aftercomer takes his place to the left of the last dealer, and has the next deal.

INCORRECT PACKS.

19. If a pack is discovered to be incorrect, redundant, or imperfect, the deal in which the discovery is made is void. All preceding deals stand good.

DOMINO WHIST, OR FIVE OR NINE.*

The game is played with a pack of fifty-two cards, and usually by four persons, each playing independently.

DETERMINING THE DEAL.

The deal is determined by cutting; the player who cuts the lowest card has the deal. Ace is low.

DEALING.

The dealer delivers to each player in rotation, beginning with the player on his left, one card at a time until the whole pack is dealt out, thus giving each player thirteen cards.

If a misdeal occurs, or a card is exposed during the deal, the dealer must deal over again.

PLAYING AND PAYMENTS.

The player to the left of the dealer has the first play, and must lead either a Five or a Nine. If he has no card of either denomination in his hand, the lead passes to the next player in rotation who has. The Five (or Nine) is laid upon the table; the next player must then play either the next lower card of the same suit, laying it to the left of the led card—or the next higher card of the same suit, placing it to the right of the led card—or he may make a fresh lead of a card of any other suit, but of the same *denomination* (a Five or a Nine, as the case may be), as the led card, placing it immediately below the card last *led*.

The player who leads first in each game has alone the option of leading either a Five or a Nine; supposing, of course, that he has the choice of both in his hand.

If the first card led be a Five, nothing but a Five can be subsequently led during the rest of that game; if the first lead be a Nine, the remaining three leads of the center cards must also be Nines.

Each player, in turn, has to follow the same routine, laying a card in *descending* sequence and in suit upon the card to the left of the card led; or in *ascending* sequence upon the right-hand card, thus

*From Dick's "New Card Games". New York: Dick & Fitzgerald.

making one pile on each side of the led cards,—or starting a new lead as before described.

Sequence must be strictly followed, and always in suit.

Whenever a player is unable to play, he puts a chip into the pool.

If a player holds an available card and revokes playing it, he must pay a chip to each of the other players, in addition to the chip he has already deposited in the pool.

The player who first succeeds in playing out his entire hand takes the pool, and also one chip from all the other players for every card then remaining unplayed in their hands respectively.

EXAMPLE OF PLAY.

A, B, C, and D are playing.

D has dealt, and A is eldest hand.

A leads Five of Clubs, placing it upon the center of the table.

B has neither the Four nor the Six of Clubs, and therefore cannot follow in sequence to the Five; but having the Five of Spades, he leads it, placing it below the Five of Clubs.

C plays Four of Spades, placing it to the left of the Five of Spades.

D plays Six of Spades, placing it to the right of the Five of the same suit.

A plays Four of Clubs, placing it to the left of the Five of Clubs.

B plays Three of Clubs, placing it upon the Four of Clubs.

C plays Seven of Spades, upon the Six of Spades.

D plays Six of Clubs, to the right of the Five of Clubs.

A, having neither the Three or Eight of Spades, nor the Two or Seven of Clubs, cannot follow in sequence; he therefore leads the Five of Hearts, placing it below the Five of Spades.

B plays Eight of Spades, upon the Seven of Spades.

C plays Three of Spades, upon the Four of Spades.

D plays Two of Spades, upon the Three.

A plays Six of Hearts, to the right of the Five of Hearts.

B plays Ace of Spades, upon the Two of Spades.

C plays Four of Hearts, to the left of the Five of Hearts.

D, having no card that will follow in sequence to any of the three suits already in play, nor any Five to make a fresh lead, puts one chip into the pool.

A plays Nine of Spades, upon the Eight of that suit.

B plays Ten of Spades, upon the Nine.

C has no card that will follow either of the suits already estab-

lished, but leads the Five of Diamonds, placing it below the Five of Hearts.

D plays the Knave of Spades, upon the Ten.

A plays Six of Diamonds, to the right of the Five of that suit.

B plays Seven of Clubs, upon the Six of Clubs.

C plays Eight of Clubs, upon the Seven.

D plays Nine of Clubs, upon the Eight.

A cannot play, having no card available for sequence in any of the suits; he therefore puts a chip into the pool.

B plays Four of Diamonds, to the left of the Five of that suit.

C cannot play, and puts a chip into the pool.

D plays Queen of Spades, upon the Knave.

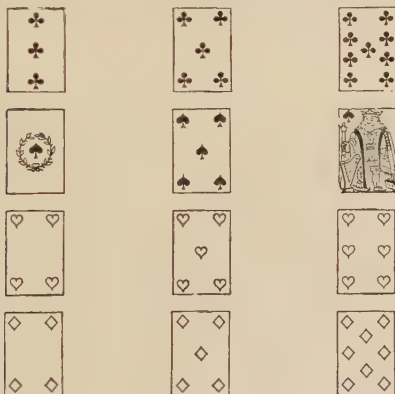
A cannot play; he puts a chip into the pool.

B plays King of Spades, upon the Queen.

C cannot play; he puts a chip into the pool.

D plays Seven of Diamonds, upon the Six of Diamonds.

A plays Eight of Diamonds, upon the Seven.



The foregoing diagram shows the state of the game as it now stands, with the Spade suit exhausted, the Heart suit commenced, and the two other suits progressing.

The play continues in the same manner until one of the players has exhausted his hand. He then takes the chips that have accumulated in the pool, and also receives from each of the other players one chip for each card remaining in their hands respectively.

ON LEADING.

If the player who makes the first lead in a game should have in his hand a choice of cards available for leading, it is advisable for him to lead one of the *denomination* of which he holds the most.

For instance: If he holds two Nines, and only one Five, he should lead one of the Nines. Again, in choosing the *suit* of a card to lead, when holding more than one of the same denomination, that is, two or three Fives (or Nines), preference should be given to the Five (or Nine) of that suit of which he holds the most cards.

Thus: If the leader holds, say, the Five of Hearts, and the Five of Clubs, and he has more cards of the Club suit than of Hearts, he should decidedly lead the Five of Clubs.

FIVE OR SIX HANDED GAME.

Sometimes five or six persons may play; in such cases the cards are dealt around one at a time until the pack is exhausted. As the deal rotates, those who have more cards in one deal will have less in subsequent deals, thus dispensing in the end equal justice to all.

GAME OF HEARTS.

This game is played by four players (each playing independently), with a full pack of fifty-two cards.

The cards rank in play in the following order: Ace (*highest*), King, Queen, Knave, Ten, Nine, Eight, Seven, Six, Five, Four, Three, and Two (*lowest*).

THE DEAL.

The deal is determined by throwing around a card to each player, and the one getting the lowest card deals. Ace is low.

After the cards have been shuffled and cut, the dealer delivers to each player in rotation, beginning with the player to his left, one card at a time until the whole pack is dealt out; thus giving to each player thirteen cards. No card is turned for trump.

PLAYING.

When the deal has been completed, the player to the left of the dealer (eldest hand) leads any card he pleases, each player plays a card to the lead, and the highest card of the suit led wins the trick.

Each player must follow suit if he can; but if not able to follow suit, he may play any card he chooses. The winner of the trick leads to the next, and so on, until the thirteen tricks are played.

The object of the game is to avoid taking any trick which contains a Heart.

RULES OF THE GAME.

1. There is no trump suit.

2. Tricks do not count, as at Whist, but each trick must be kept intact until the close of the game, to verify a possible revoke.

3. At the close of the game each player reports how many (if any) Hearts he has taken, and must retain the captured cards intact until the correctness of his report has been verified.

4. Any player who has taken tricks containing Hearts must deposit in the pool one counter, or chip, for each and every Heart captured, thus:

I. If one player takes the whole thirteen Hearts, he must pay thirteen chips into the pool, which is thus divided: the other three players receive four chips each, and the odd chip goes to the winning player who sits nearest the left of the dealer.

II. If *only one* player has captured no Heart cards, he takes all the counters in the pool.

III. If *two or more* players have not captured Heart cards, the pool is divided among them as equally as possible, any odd counters remaining after the division going to the winning player nearest to the left of the dealer.

IV. When all the four players capture Hearts, the player who takes the least number of Hearts is paid by the other three, thus:

Suppose A has one Heart, B has three Hearts, C has four Hearts, D has five Hearts. A is the winner. B pays him three chips, C four chips, and D five chips, making twelve chips in all.

Or suppose the case is as follows: A has one Heart, B has one Heart, C has five Hearts, D has six Hearts. C pays into the pool five chips, and D pays six chips. A and B, having only one Heart each, divide the pool between them, the one who sits nearest the left of the dealer receives six chips, and the other, five chips.

If A and B had taken two Hearts each, and C three, and D six each, respectively, then the pool would have to be similarly divided between A and B, one receiving five chips and the other four.

[Some coteries play as follows: •

If *all* the players have captured Heart cards, the entire pool remains undisturbed,

and increases the amount to be played for next round. This may happen two or three times in succession, the pool increasing thirteen counters each time.

If one player take *all* the Hearts, he may pay sixteen chips into the pool, which stands over undivided for the next deal. This cannot be done twice in succession by the same player.

Again, some parties make the score depend upon the denomination of the Heart cards captured, thus:

Ace scores	5 chips.
King "	4 "
Queen "	3 "
Knave "	2 "

All other Hearts one chip each.]

5. If a card is exposed during the deal, the dealer must deal over again. But not if the exposed card belongs to the dealer.

6. If a misdeal occurs, the dealer must deal over again.

7. A card exposed in the course of play cannot be "called".

8. In case of a revoke, the delinquent must pay into the pool as many counters as the pool then contains (if any), and thirteen counters additional.

9. A revoking player cannot win anything in the round in which the revoke occurred; but after the penalty has been paid, the entire pool is divided *at once* among the other players in the manner described in Rule 4, Section I.

10. Any player has the right to look at the last trick turned.

11. Every trick must be gathered and turned before a card can be led for the next trick.

HINTS ON PLAYING.

To play the game of Hearts with skill calls into action some of the most essential features of Whist; particularly the necessity of keeping the run of the cards played, and locating by inference where the long and short suits are held.

It is desirable to dispose of the highest, and therefore most dangerous, cards in each suit, and great judgment must sometimes be exercised in selecting the cards to be discarded when an opportunity for doing so is presented by a short suit being exhausted. To illus-



trate: Suppose a player holds Ace, King, Queen, and Two of Spades; Ace, Queen, Knave, and Four of Diamonds; Three and Six of Clubs; and Three, Four, and Eight of Hearts. (*See diagram.*) Having the lead, his best play would be to lead a Club, for as soon as this suit is exhausted he can discard some of the commanding cards in Spades and Diamonds when the short suit is subsequently led.

It is, of course, always of the first importance to get rid of the commanding Hearts, but in the foregoing example the Hearts being all low in denomination, it would be poor play to discard any of them in preference to the high cards in the other suits.

As a general rule, it is better for a player to avoid taking a trick in a suit that has been led the second time; there is no harm, however, for the last player to a trick to capture it, provided it contains no Heart card, particularly if he takes the trick with a commanding card of the suit, and has a good card for the next lead.

When a player plays a low card of a suit led the first round, provided he is second or third player, it indicates that he is short of the suit. It may be, however, that it is his long suit, and he declines playing a high card, fearing that some of the other players may be short of it and discard a Heart.

If the fourth player plays a very low card of a suit led the first time, and no Heart has been discarded to the trick, the inference is that he is short of the suit.

Remember all the cards that have been played, and particularly the denomination of the cards in the Heart suit that remain unplayed.

The end, aim, and purpose of the player being to get rid of all the Hearts he may hold in his hand, to escape taking tricks containing Hearts, and to throw away, whenever possible, all cards that are likely to capture such tricks; the most inexperienced player will discover the peculiarities and difficulties after a little practice.

ON LEADING.

I. Lead from a single card of any suit except Hearts.

II. From the highest card of a short suit.

III. From a low card of a long suit, when you have three or more low cards of that suit.

IV. Having two or three low Hearts, with commanding cards in other suits, and no available short suit; lead a low Heart whenever the opportunity presents itself—the object being to eliminate this dangerous suit before some other player develops a short suit.

V. Do not lead the highest card of a suit that has already been led more than once, and do not commit the dreadful blunder of leading a thirteenth card.

VI. When a suit has been led three times, and one or two cards of other suits have been played to the leads, do not again lead the suit unless you are sure that you are leading the *lowest card* of the suit.

Nothing surprises a novice so much as to lead a Three, and find that the only card of the suit remaining out against it is the Two.

PLAY, WHEN SECOND OR THIRD HAND.

I. With a short suit (less than four) of the card led, play the highest, unless the suit led is Hearts.

II. With a long suit of the card led, do not beat it, unless it is a very low one.

III. When Hearts are led, play a low one, if possible lower than the card led.

IV. When you have commanding cards of a suit that is led the first time, being second or third player, it is best to play the highest you hold, taking the chances that no one is short of the suit that round. But do not play the highest if it is your long suit; in the latter case you had better underplay the highest card already played to the trick.

PLAY WHEN FOURTH HAND.

I. Play the highest card of the suit led, when no Hearts have been played to the trick.

II. When holding no card of the suit led, discard your highest Heart, unless you deem it more advisable to get rid of a dangerous card of another suit.

III. When Hearts are led, and you are compelled to take the trick, do so with your highest Heart.

IV. If possible, avoid taking a trick when you have no available card to lead.

FIVE OR SIX HANDED HEARTS.

The game of Hearts may be played by five or six players, sufficient small cards of any suit *except Hearts* being rejected from the pack, in order to insure the same number of cards being dealt to each player.

For example: If five persons play, the two black Deuces are rejected, and ten cards are dealt to each player.

If six persons play, the two black Deuces, and the Deuce and Tray of Diamonds are rejected, and eight cards are dealt to each player.

HEART JACK-POT.

This is an interesting modification of Hearts, which may occasionally be introduced in that game.

To open the Jack-pot, which is kept entirely separate from the ordinary pool, each player deposits a counter in a small dish provided for that purpose.

If, in the ensuing game, only one player takes no Hearts, each of the other players pay him a chip for each of the Hearts they may have captured, as in the regular game, but the four counters must remain in the pot.

If two or more players take no Hearts, twelve chips are equally divided between them, but the odd (thirteenth) chip must be put into the Jack-pot, thus increasing its value.

If all the players capture Hearts, the thirteen chips do not go into the Jack-pot, but form a double pool, and the whole is divided equally between the players who do not capture any Hearts the next deal.

If three players take no Hearts, then the odd chip remaining after the division has been made goes into the Jack-pot.

Every new deal, each player deposits one counter in the Jack-pot; and this continues until some fortunate player takes *no trick at all*, and thus captures the Jack-pot, together with all the chips he may be entitled to in the regular pool.

If it should happen that two players take no trick, then the Jack-pot is divided, and any odd counter that may remain after the equal division has been made is left as a nest egg for the new Jack-pot.

The following variation is sometimes played: The cards are distributed equally between the players; any remainder being left face downwards on the table, and known as the "widow". The player who wins the first trick takes the "widow" as part thereof, with any Hearts it may chance to contain; he is, however, entitled to look at the "widow"; and his knowledge of its contents may help him in playing his remaining cards to advantage.

With four players, the pack being equally divided, there would be no widow. To obviate this, a small card, say the Two of Diamonds, should be taken out, making a widow of three. With five players there will be a widow of two cards; with six, of four.

At the close of the round, if there are more than two players who have not taken Hearts, the pot is not divided, but becomes a Jack-pot. The players who have been "stuck" pay their fines into the pot, and the whole abide the result of the next deal. With less than five players, there is no division of the pot. If in such case there is more than one player without a Heart, a Jack-pot is declared.

Each player who is "stuck" pays into the pot one counter, or more, as may be agreed, for each Heart he holds, so that each pot consists of at least thirteen counters.

SPOIL-FIVE.

This favorite Irish game is played with a complete pack of fifty-two cards. Any number may play, from three to ten, but five make the best game.

DEALING.

The first deal is determined by cutting, and the player who cuts the lowest card has the deal. In cutting, Ace is low.

The deal is performed by giving five cards to each player in regular rotation, commencing with the player to the left of the dealer. The cards must be distributed two at a time, and then three at a time, or *vice versa*, but whichever course is adopted must be adhered to until the deal is completed. The dealer must not deal two to one, three to the next, and so on.

After the dealer has served five cards to each player, the card which remains on top of the pack must be turned face upwards by the dealer and placed on top of the stock. This card determines the trump, and is called the *trump card*.

After the first hand has been played, each player takes the deal in succession, beginning with the player to the left of the dealer.

ROBBING.

If the turn-up card is an Ace, the dealer has the privilege of *robbing*; i. e., he discards from his hand any card he pleases (placing it face downwards on the table or under the pack); and substitutes for it the Ace turned up. The suit to which the Ace belongs still remains the trump suit. The dealer must discard before the eldest hand plays (a reasonable time being allowed), so that he may not gain the additional advantage of seeing what suit is led before he dis-

cards; but the rob should not be completed (*i. e.*, the turn-up card should not be removed from the top of the pack) until it is the dealer's turn to play to the first trick.

If an Ace is not turned up, and any player holds the Ace of the trump suit in his hand, he must rob—*i. e.*, he must reject a card from his hand, and take in the turn-up. A player is not bound to declare that he is about to rob till it is his turn to play; but he must declare the rob before he plays his first card. The usual way of making the declaration is to place the rejected card face downwards on the table. If the player neglects to do this before he plays, the power of robbing becomes void, and he is liable to a penalty. (*See Law 7.*)

After robbing, the dealer may employ the turn-up card to trump the first trick, or he may use it to follow suit to a trump that has been led by the eldest hand, but no other player has this privilege.

The card put out in robbing, whether by the dealer or by another player, remains face downwards on the table, and no one is allowed to inspect it.

PLAYING.

Each player plays one card at a time in rotation, commencing with the player to the dealer's left—the dealer playing last. The player of the highest Spoil-Five card (*see* Order of the Cards) wins the trick. Trumps win other suits. The winner of the trick leads to the next, and so on until the hand is played out, or till three tricks are won by one player.

When a trump is led, the players must follow suit, except with special cards presently to be mentioned. (*See* Reneging.)

When a suit not trumps is led, any player may trump the trick, even though able to follow suit; but a player holding no trump must follow suit if he can. This is usually expressed "a player must either follow suit if able, or play a trump"; but this is not quite correct, as a player holding none of the suit led may trump or not at his option.

Provided the foregoing rules are complied with, a player is not bound to head the trick unless he likes.

A player who wins three tricks in one hand wins the game. If no one wins three tricks, the game is said to be *spoiled*.

THE POOL.

Before the play of the hand commences, each player pays to the pool a certain sum or number of counters agreed on. Should the

game be won in that deal, the winner takes the pool; but if a *spoil* occurs, the pool remains, and each player puts an additional sum (generally a half or a third of the original stake) into the pool. This is repeated after every *spoil* till a game is won.

RANK OF THE CARDS.

The rank of the cards differs in the red and black suits, and again in the trump suit.

In *suits not trumps*, the order of the cards is as follows, beginning with the highest:

RED SUITS WHEN NOT TRUMPS.—King, Queen, Knave, Ten, Nine, Eight, Seven, Six, Five, Four, Three, Two, Ace.

The Ace of Hearts always ranks as a trump. Therefore, in the above-mentioned order for red suits when not trumps, the Ace of Hearts must be omitted from the Heart suit.

BLACK SUITS WHEN NOT TRUMPS.—King, Queen, Knave, Ace, Two, Three, Four, Five, Six, Seven, Eight, Nine, Ten.

The order of the cards below the Knave is thus commonly expressed: "The highest in Red and the lowest in Black."

In the trump suit, which includes the Ace of Hearts, the rank of the cards is as follows, beginning with the highest:

RED SUITS WHEN TRUMPS.—Five, Knave, Ace of Hearts, Ace of trumps, King, Queen, Ten, Nine, Eight, Seven, Six, Four, Three, Two.

BLACK SUITS WHEN TRUMPS.—Five, Knave, Ace of Hearts, Ace of trumps, King, Queen, Two, Three, Four, Six, Seven, Eight, Nine, Ten.

The order of the cards in trumps below the Knave adheres to the rule "highest in Red and lowest in Black". Of course when Hearts are trumps there is only one Ace in the trump suit. It is as though the Ace of Hearts were thrust into all the other trump suits, between the Knave and the Ace of that suit.

RENEGING.

The Five of trumps, Knave of trumps, and Ace of Hearts may *renege*—*i. e.*, they are exempt from following suit when an inferior trump is *led*.

The Five of trumps may renege to any trump led. No trump can renege when the Five is led.

The Knave of trumps can renege to any trump led except to the one superior to it, *viz.*, the Five. If the Five is played (not led),

the Knave can renege. If the Knave is led, no trump can renege except the Five.

Similarly, the Ace of Hearts can renege to any trump led, except to the trump superior to it, viz., the Five and the Knave. If the Ace of Hearts is led when Hearts are trumps, the Five and Knave are entitled to renege. If the Ace of Hearts is led when Hearts are not trumps, a player holding no trump need not play a Heart.

JINKING.

Sometimes by mutual agreement jinking is allowed at Spoil-Five.

A Jink is where a player plays for and wins all five tricks, the winner being paid, in addition to the pool, the amount originally staked by each player.

When jinking is allowed at Spoil-Five, if a player, having won three tricks, continues to play for a Jink, and fails to win every trick, he scores nothing that hand, and cannot, therefore, win the game that deal. It is optional on the player's part whether he will run the risk of scoring nothing for the chance of obtaining a Jink.

LAWS OF SPOIL-FIVE.

DEALING.

The deal is determined by cutting; the player cutting the lowest card has the deal. When cutting for deal, the cards rank as at Whist, but Ace is low.

1. The dealer must give five cards to each player, by two at a time, and then by three at a time, or *vice versâ*. If the dealer commences by giving two cards, he must give two all round, and then three all round; if he commences by giving three, he must give three all round, and then two all round.

2. If a card is faced in the pack (not by the dealer), there must be a fresh deal (the same dealer dealing again), except the faced card happens to be the trump.

3. If there is a misdeal the deal passes to the next dealer.
It is a misdeal—

I. If the dealer deals without having the pack cut.

II. If the dealer shuffles the pack after it is cut with his consent.

III. If the dealer deals out of order; that is, gives two cards where he should give three, or misses a hand, or exposes a card in dealing, or gives too many or too few cards to any player.

[Sometimes in the case of a misdeal the dealer is allowed to deal again, on paying to the pool the amount of the original stake. The deal is a great advantage

in Spoil-Five, as it often gives the dealer opportunities of taking tricks very cheaply.]

4. If the dealer give too many or too few cards to any player, and the error is not discovered until the hand is partly or wholly played out, it is still a misdeal. (*See also* Law 8.)

5. The player to the dealer's left has the next deal. Each player is entitled to a deal, *i. e.*, the game must not be abandoned except at the conclusion of a round, unless there is a spoil in the last deal of a round, when the deal continues in order until a game is won.

6. If a player deal out of turn, he may be stopped at any time before the trump card is turned. If not stopped, the deal stands good, and the rotation of dealing proceeds to the dealer's left as though he had dealt in turn.

ROBBING.

7. If a player neglect to declare his power of robbing before he plays to the first trick, he loses the right of robbing and forfeits the hand; that is, he cannot win the game that hand but he may play his cards and try to spoil it.

PLAYING.

8. If a player rob without the Ace; or leads or plays out of his turn; or leads without waiting the completion of the trick; or exposes a card; or omits to play to a trick; or revokes when not entitled; or reneges when not entitled; or plays to the first trick with too many or too few cards in his hand—he forfeits the pool; that is, he cannot win the game that hand, and he cannot play again for that pool.

[This is called hanging the hand, and is equivalent to loss of the game. A severe penalty is necessary, because the faults enumerated in Law 8 may be attended with serious consequences to the other players. Thus: Suppose A, B, C, and D are sitting in this order round the table. B has already won two tricks. A leads; B plays and beats him. Now should D play out of his turn, even by accident, and not win the trick, it is a clear intimation to C to win the trick if he can. This is an unfair combination against B. The penalty of calling exposed cards would often be no punishment at all; and, similarly, the penalties of forfeitures of the hand may be no punishment. For instance, D in the example may have no chance of the game himself. The same applies to reneging when not entitled; the player may have no chance of the game himself, but by reneging he may spoil it for some one else.]

INCORRECT PACKS.

9. If a pack is discovered to be incorrect, redundant, or imperfect, the deal in which the discovery is made is void. All preceding deals stand good.

FORTY-FIVE.

This game is nearly identical with Spoil-Five, omitting the *spoil*. The cards rank the same as at Spoil-Five.

The eldest hand leads, and each trick won counts five. Sometimes, by previous agreement, the trick won by the best trump out counts ten instead of five. If tricks are won sufficient to make game before the holder of the best trump out plays it, the tricks win the game. When this variation is adopted, a player can rob with the Ace only.

The hand is played the same as Spoil-Five. (*See Playing*, page 311.)

The game consists of forty-five, and the player (or players, if partners) first scoring that number wins the game.

The King or Ace, when turned up by the dealer, counts five.

Any player holding the King of trumps must, when it comes to his turn to play, lay out a card for it, face downwards, and if the Ace should not be in play, the trump turned up is his. Should the Ace, however, be out, the turned-up trump belongs to the holder of the Ace, who lays out any card he chooses and takes in hand the turned-up card, and the player who holds the King takes up the card he previously laid out. (*See Robbing*, page 310.)

Reneging the superior to the inferior trump led is the same as in Spoil-Five. (*See Reneging*, page 312.)

JINK GAME.

There is a variety of Forty-five called the *Jink Game*, which differs from the regular game in the following particulars:—

1. When a player wins all five tricks, he wins the game. This is called a Jink. When all the tricks are not made by one player, the game must be continued in the ordinary manner, until forty-five is scored.

2. The Ace or King does *not* count five for the dealer when turned up.

3. A player can *rob* with the Ace only.

4. When the dealer turns up the Ace for trump he has the privilege of discarding and taking it in hand, but he can only score for what it makes in actual play.

CASSINO.

Cassino is played by two persons, with a full pack of fifty-two cards.

The players cut for deal, the lowest dealing. The dealer deals by two or four cards at a time; four cards to his adversary; four cards (face upwards) to form what is termed the "lay-out"; and four to himself. These constitute the first hand; and when this first hand is played out, the same dealer again gives four cards to his adversary and four to himself; and so on till all are played, but there is no further lay-out.

PLAYING.

After the deal is completed the elder hand plays first, the dealer next, and the play is thus continued alternately by the two players.

One card *must* be played by a player when it is his turn to play; and *only one* card can be played at each turn.

If a card is played, and it cannot be used for pairing; or to take a Build or a Combination; or to form a Build or Call—that card must remain on the table.

The primary object in Cassino is to capture as many cards as possible, and this is done in five different ways: By Pairing, Combining, Building, Calling, and by Sweeps. A description of each of these will cover all the possible varieties of play that can take place.

PAIRING.—This consists in capturing one or more cards by means of a card of the same denomination played from the hand. Thus, a King (or a Seven), for instance, held in the hand will take all the Kings (or Sevens) that are upon the table. The card thus played and all the cards it captures score for the player.

COMBINING.—A player, when it is his turn to play, may group together two or more cards that are upon the table. Thus: a Two and a Six on the table may be combined to form eight; or an Ace, Three, and Five will form nine. Two or more combinations may be made at the same time, provided they each aggregate the same number of pips. Thus: Suppose there are on the table an Ace, Two, Four, Five, and Six; the Four and Five will combine to make a nine; and the Ace, Two, and Six will form another nine. They may all be captured simultaneously by a single Nine played from the hand.

BUILDING.—This consists in the playing of a card from the hand to one or more cards on the table, so as to make an aggregate equal

to a larger card in the hand, with a view of taking them on the next opportunity of playing. For example: Suppose there is a Five on the table, and a player has a Seven and a Two in his hand; he may play the Two on the Five (at the same time saying "seven"), and take them both with the Seven when it is his next turn to play.

It may, however, happen that the adversary has a Seven, in which case *he* may take the two cards; or, not being prepared with a card of the exact value, he may "raise" the "Build" by playing another card to it, in which case it can only be taken by a card of equivalent value. Thus, in the case supposed, the adversary may play to the Two and Five on the table another Two, saying "nine". In such case the original player's Seven is no longer available; but if he chance to have a Nine, he may take all three cards; or if he happen to hold an Ace and a Ten, he can play the Ace on the Nine pile, and say "ten", and then nothing but a Ten can capture it.

Take another example: Suppose a Two and a Four are on the table; a player having a Three and Nine in his hand may combine the Two and Four, play his Three upon them, and say "nine"; in anticipation of taking them with the Nine remaining in his hand when it becomes his next turn to play.

Strictly speaking, the first Build is simply a Combination; if an adversary adds a card to the Combination, it is building; that is, adding to a pile already made by some one else. The player who combines can never build upon that Combination unless an opponent has previously built upon it.

A player may make another Build; or may pair or combine other cards; or capture his adversary's Build; previous to taking in his first Build.

A player must build from a card held in hand; he is not permitted to build from the table. (*See Law 9.*)

CALLING, or DUPLICATING.—This consists in grouping together similar cards, Builds, or Combinations, and then *calling* their denomination. Cards, Builds, or Combinations thus called cannot be built upon or otherwise interfered with; they can only be captured by a card equivalent to the denomination *called*. Thus: Supposing a player has two Nines in his hand, and there is a Nine (or a *Build* or a Combination of nine) on the table; instead of pairing it (or taking the Build or Combination), he can play one of the Nines from his hand upon the Nine (or *Build* or Combination, as the case may be), and call "*nines*" (not nine); then nothing but a Nine will capture it.

Again: Suppose B has built to eight; A holds an Ace and a Nine. A may play his Ace on B's Build, and, provided he does not call "nine", may add from the table a Six and a Three and call "nines". This does not conflict with Law 9, as this is *duplicating*, not *building*. The Build was changed when A played his Ace on B's Build; if A had said "nine" when he played his Ace, this would have completed his play, and debarred him from duplicating with the cards on the table.

SWEEPS.—If a player can capture *all* the cards on the board with one play, it is called a Sweep, and counts one point for the player who makes it.

When a player makes a Sweep he turns the *Sweep card* (the card that takes the Sweep) face upwards. This is done to keep tally of the number of Sweeps made by each player. If the opposing player makes a Sweep, these two Sweeps cancel each other, and the players turn the canceled Sweep cards down. The difference in the number of Sweeps, only, is scored; thus, if A makes three, and B makes two Sweeps, A deducts B's two Sweeps from his own three and scores the difference, one.

[When playing Cassino for a given number of points, Sweeps are scored as soon as made; and are not turned down as in the single-deal game.]

LAST CARDS.—After all the cards have been dealt, and the hands finally played out, all cards that remain upon the table belong to the player who took the last trick.

VALUE OF THE POINTS, AND SCORING.

The following are the points that may be scored by the player who makes or takes them in play:

GREAT CASSINO—the Ten of Diamonds	2 points.
LITTLE CASSINO—the Two of Spades	1 "
THE MAJORITY OF CARDS	3 "
THE MAJORITY OF SPADES	1 "
EACH ACE	1 "
EACH SWEEP	1 "

The points gained by each party are counted at the end of the deal, and that party which has the greatest number of points wins the game.

If both players make the same number of points, the game is drawn.

Cassino is now usually played for a fixed number of points. When the game is thus played it requires several deals to complete it. (*See Twenty-one Point Cassino, page 321.*)

AN INTERESTING VARIATION.

The following variation is now very generally played: Instead of the numerical value of the cards being limited to ten, the players agree to count the Knave eleven, the Queen twelve, and the King thirteen.

Thus: The Knave is the equivalent of and will capture any *Combine*, *Build*, or *Cull* whose aggregate number of pips amount to eleven, for example: Ace and Ten, Two and Nine, Three and Eight, Four and Seven, Five and Six, Four, Five, and Two, etc. Similarly, the Queen and King will take any combination of cards whose aggregation of pips amount to twelve or thirteen respectively.

Thus: A King (13) can capture not only a combination of pip cards aggregating thirteen, but also a Knave (11) and a Two; or a Queen (12) and an Ace. Similarly, the Queen (12) can capture a combination of a Knave (11) and an Ace, as well as any aggregation of pip cards making twelve.

LAWS OF CASSINO.

CUTTING AND DEALING.

1. The deal is determined by cutting, and the player cutting the lowest card must deal. Ties cut over. In cutting, Ace is low.

2. Each player has a right to shuffle. The dealer has the right of shuffling last.

3. If, in cutting to the dealer, or in reuniting the separated packets, a card be exposed, or if there be any confusion of the cards, there must be a fresh cut.

4. The dealer must deal the cards either by two or by four at a time; first to his adversary, next for the lay-out, and lastly to himself. The laid-out cards are dealt face upwards. After the first four cards thus dealt are all played, four more cards must be similarly dealt to each player, but none laid out; and this is repeated as fast as each hand of four cards has been played, until the pack is exhausted.

5. If the dealer deals without having the pack cut; or if he shuffles the pack after it has been cut with his consent, there must be a fresh deal; provided the opposing side claim it before any cards of the lay-out are turned up on the table; in this case the cards must be re-shuffled and re-cut, and the dealer must deal again.

6. If a card is faced in the pack; or if the dealer, while dealing,

expose any of his adversary's cards, previous to turning up any of the cards in the lay-out, there must be a fresh deal, and the dealer must deal again; provided the opposing player demand it. If the card is exposed or discovered to be faced after any portion of the lay-out has been turned up, the opposing player may keep it or reject it; if he reject it, the dealer must place the rejected card in the middle of the stock, and deal a fresh card from the top of the same.

[If the dealer expose a card in the last round, that is, the round that exhausts the stock, he should be compelled to take the exposed card, and allow his adversary to draw one of the delinquent's own unexposed cards in exchange for it.]

7. If the dealer give to himself or to the opposing player too many or too few cards, it is a misdeal, and the dealer forfeits the game and all depending upon it.

[This penalty is not usually enforced when the misdeal is made in the first hand dealt, and is discovered before the cards are raised from the table. In such an instance the deal is rectified, if rectification is possible and clearly evident; if, however, any doubt exists as to locating the cards properly, or if the eldest hand so demands, a fresh deal ensues, and the dealer deals again.]

BUILDING, COMBINING, AND CALLING.

8. If a player makes a Build, or calls a certain Combination, and it is subsequently discovered that he holds no card of the proper denomination to take such Build or Combination, the opposing player may take back in his hand all the cards he has played since the error was made; and, after separating the cards composing the improper Build or Combination, may use them, as well as any other cards on the table, in every way the cards will permit; playing again and again, if he can, before his opponent is allowed to resume the play.

9. If a player makes a Build, his adversary cannot raise the Build by employing for that purpose any card upon the board. The denomination of a Build cannot be changed except by a card played from the hand.

10. Should a player make a Build, and his opponent decline to build it up higher; the first player may not alter his Build, but must take it with a card of the same denomination. He may, however, make another Build; or he may pair or combine any other cards; or capture an opponent's Build, before taking up his first Build; but he must comply with one or other of these conditions before playing a card which will not do either.

11. When a card is played for the purpose of building or calling, the player must declare the denomination of the proposed Build or call audibly and distinctly, so that no doubt of his intentions may

exist; and failing to comply with this requirement, his opponent may separate the cards, and employ them in any lawful way he may deem them to his advantage.

12. If a player, when taking in a Build or any other Combination, should take up a card or cards which do not belong to the Combination, the delinquent player must not only restore to the lay-out the card or cards thus improperly taken up, but also all the cards that properly compose the Combination. (*See* note to Law 13.)

13. Tricks that have been taken and turned down must not be examined until all the cards have been played; nor may any trick but that last won be looked at. Should a mistake occur, it must be challenged before another trick is completely played, or the right to challenge is at an end.

[*Case*.—A and B play Cassino. A builds Two on Seven, then builds Ace on Eight, calling "nine"; subsequently taking in the Build by mistake with an Eight. Next plays his Nine. B sees that A took in his Build with the wrong card, and claims that, in consequence, A must restore to the lay-out all the cards taken by mistake, although two plays had been made after the mistake in the take. *Decision*.—B saw the mistake too late for his own advantage, and could not prove that any error had been made, as he was entitled to examine only the last trick won.]

TWENTY-ONE POINT CASSINO.

Cassino is now very generally played for a fixed number of points (usually twenty-one), and the first player who succeeds in scoring the number agreed upon wins the game. No one point takes any precedence over another; the points are scored as soon as made, and a player wins the game the moment he has made and claims the requisite points.

When playing Cassino for a given number of points, Sweeps are scored as soon as made, and are not turned down as in the single-deal game.

If a player claims to have won the game and cannot show the requisite points, the hand is ended and he loses the game.

The deal passes alternately throughout the game.

It is sometimes agreed to turn down Sweeps and defer scoring the points for Sweeps (if any) until the end of the hand; so that a Sweep will not count a player out *when made*. This is done because when Sweeps are turned a Sweep is liable to be canceled in playing out the hand. This method of playing is not recommended, as it is contrary to the spirit of the game, and the occasion of much dispute.

THREE AND FOUR HANDED CASSINO.

Three-handed Cassino is in all essential particulars identical with the Twenty-one Point game. The dealer delivers the cards to each player in rotation, beginning with the player to his left. The player who first scores the number of points agreed upon wins the game.

The Four-handed game is played with partners for a given number of points, the same as at Whist. The score is reckoned the same as the two-handed game, the partners in the game combining their points.

If a player make a Build, the fact that he holds the necessary card to redeem it is sufficient authority for his partner to make a similar Build, or to *call* a card upon the Build, without having a card of the same denomination in his hand. To avoid disputes, this point should be made the subject of special agreement before beginning the game.

ROUNCE.

Rounce may be played by any number of persons not exceeding nine, but five or seven make the best game.

The game is played with a pack of fifty-two cards, which rank as at Whist.

DEALING.

After the cards have been shuffled and cut (*see* Laws 1 and 2), the dealer gives five cards to each player in rotation, beginning with the player to his left, by alternate rounds of two and three at a time, or *vice versâ*. He also deals an extra hand of six cards in the center of the table, called *dumby*.

The dumby must be dealt before the dealer takes the full complement of cards himself. When the cards have been dealt, the dealer turns up the top card on the pack, which is the trump. After the first hand, the deal passes to the left.

DECLARING TO PLAY.

After the deal has been completed, each player in rotation, beginning with the eldest hand, declares whether he will play his hand, take dumby, or resign. If he is satisfied with his cards, he says, "I play;" if he resigns, he says, "I pass," and throws down his

cards. If a player resigns, his interest in the pool ceases, unless he elects to exchange his hand for dummy. (*See Law 10.*)

Whoever takes dummy must play it. Any other player who thinks he cannot take a trick may decline to play his hand.

When all refuse to play, then the player to the *right* of the dealer must play his hand, take dummy, or, in default of doing either, give the dealer five points.

The dealer, when he elects to play, may discard any card in his hand, and substitute for it the card turned up for trump.

PLAYING THE HAND.

After all have declared, the player first in hand of those who declare to play leads a card, and each person in rotation (to the left) plays a card to the lead; the cards thus played constitute a trick. The trick is won by the highest card of the suit led, or, if trumped, by the highest trump played. The cards rank as at Whist.

Suit must be followed; but if this is not possible, a player may trump or not, at his option.

The winner of a trick must lead a trump, if he can; if, however, he holds no trump, he may lead any card he chooses.

SCORING.

At the beginning of the game each player commences with fifteen points. The player who first reduces his score to nothing wins the game.

The score is marked by means of three crosses, in the following manner: $\times \times \times$. Each cross represents five points. When a player makes one point he rubs out the center of the cross, thus: \times , and when he makes another point he rubs out one of the remaining portions of the cross, and so on, until all are wiped out.

Each trick taken in play counts one point, and if a player fail to take a trick after entering to play his hand, he is *rounced*.

If a player is rounced, five additional points are added to his score at once.

LAWS OF ROUNCE.

DEALING.

1. One of the players must be deputed to shuffle the pack, and (after having it cut by the player to his right) to deal a card face upwards to each player in rotation, beginning to his left. The player to whom the lowest card falls has the deal. If two or more players

receive cards of the lowest denomination dealt, they must cut the pack to determine which shall deal. In cutting, the lowest deals. Ace is low.

2. Each player has a right to shuffle. The dealer has the right of shuffling last, but he must not shuffle the cards after the pack, with his consent, has been cut for the deal.

3. The player to the dealer's right cuts the cards, and if there is a card exposed in cutting, the pack must be re-shuffled, and cut again.

4. The dealer must deliver the cards face downwards (two at a time, and then three at a time, or *vice versa*) to each player in rotation, beginning with the player to his left; and before giving any cards to himself (each round), he must deal three cards to dummy. After thus delivering five cards to each player, and six cards to dummy, the dealer must turn up for trumps the card remaining on top of the pack.

5. If, before the deal is completed, it is discovered that a card is faced in the pack, there must be a fresh deal. The cards are re-shuffled and re-cut, and the dealer deals again.

6. If the dealer deals without having the pack cut; or shuffles the pack after it has been cut with his consent; or deals out of order—for instance, misses a hand or deals too many or too few cards to any player (even though the hand has been partly played out when the error is discovered); or exposes a card in dealing; or deals too many cards, notwithstanding he may be able to show which card was the turn-up—he is rounced. The cards are re-shuffled and re-cut, and the deal passes.

7. The player to the left of the dealer has the next deal.

8. If a player deals out of turn, and is not stopped before the trump card is turned, the deal stands good, and the player to the left of the player who dealt out of turn has the next deal.

DECLARING TO PLAY.

9. Players must declare in rotation, beginning to the dealer's left.

10. The eldest hand has the first privilege of taking dummy; and, if he elects to do so, he must place his hand in the center of the table, face downwards, and discard one card from his new hand. If he declines to take dummy, the next player to his left has the option, and so on up to the dealer. Whoever takes dummy must play it, and whoever takes it must similarly place his rejected hand face downwards in the center of the table, and discard one card from his new hand. (*See note to Law 13.*)

11. Any player who thinks he cannot take a trick may decline to play his hand. (*But see Law 12.*)

12. If all the players up to the player to the right of the dealer decline to play, then he (the player to the dealer's right) must play his hand or take dummy, or, in default of doing either, must allow the dealer to score five points.

13. If the dealer elect to play, he may discard any card in his hand and substitute for it the card turned up for trump.

[If the dealer plays dummy, he cannot take the turned-up trump.]

PLAYING.

14. If a player, having declared to play, exposes a card before it is his turn to play; or plays a card out of turn; or before all have declared; or exposes a card while playing, so as to be named by any other declared player—he is rounced.

15. If a player fails to win a trick—he is rounced.

16. If a player revokes, that is, if he fails to follow suit when he has a card of the suit led; or if he fails to lead a trump after taking a trick, when it is possible for him to do so, he is rounced.

17. When a revoke or any error of play occurs, the cards must be taken up and the hand re-played, if so desired by any player except the offender.

18. If a pack is discovered to be imperfect, the deal in which the discovery is made is void. All preceding deals stand good.

RAMSCH.

The German game *Ramsch* differs from Rounce in the following particulars: 1st. The game is played with a pack of thirty-two cards, the same as Euchre. 2d. A player is not compelled to lead trumps, if he has already done so twice. 3d. If a player holds no trumps, and elects to play his hand, trusting to make a trick in good cards of other suits, he may, in his proper turn, lead his poorest card, *face down*, which card represents a trump, and such a lead calls for a trump from every player who holds one. In all other particulars Ramsch is identical with the American game of Rounce.

DIVISION LOO.

Division Loo may be played by any number of persons, but five or seven make the best game. The game is played with a pack of fifty-two cards, which rank as at Whist.

Before dealing (*see* Laws 1 to 7), the dealer deposits *three* chips, or counters, in the pool, the value of which has previously been agreed upon. It is necessary to make the pool a number that can be exactly divided by three, say three, six, or nine chips. The three chips deposited by the dealer is called a Single.

In the first deal, or whenever a Single occurs, that is, whenever a single stake of three chips only is in the pool, what is known as a *Bold Stand* is played. A Bold Stand compels every player to play his hand; but the *eldest* hand has the sole privilege of exchanging the hand that was dealt to him for the dummy.

Bold Stand is played for the purpose of making a large pool. Suppose seven persons are playing when a Bold Stand occurs; it is evident that all those not taking a trick will be looted the amount of a Single, *i. e.*, three chips. If five of the seven players should be looted, that would contribute to the pool fifteen chips in addition to the Single, or three deposited by the dealer. A Bold Stand can only occur at the first deal, or when three players declare to play, and each take a trick, or when only two play, and one takes two tricks, and the other one trick.

Sometimes it is agreed to omit Bold Stand, and at the first deal, or whenever a Single occurs, each player deposits in the pool three chips, and the dealer six chips.

When the pool contains more than three chips, it becomes optional to play or not, and the game proceeds as follows:

After the deal has been completed, each player in rotation looks at his cards, and declares whether he will play his hand or pass. If he plays, he says, "I play;" if he resigns, he says, "I pass," and his interest in that pool ceases, unless he elects to exchange his hand for *dummy*. The first player to declare has the first right of taking dummy, and if he declines the next player has that privilege, and so on; but whoever takes dummy must play it.

No player is permitted to look at his hand before it is his turn to declare, and having declared, he is compelled to adhere to his declaration. When a player resigns his hand he gives it to the dealer, who places it on the talon or stock.

When all the players pass up to the player next on the right of the dealer, that player must either play his hand, take dummy, or give up the pool to the dealer.

Sometimes it is agreed that when only one declares to play, and dummy remains upon the table, the dealer has the option of taking it and playing for the good of the pool. When this variation is played, the dealer must declare, before taking up dummy, whether he plays for himself or the pool, otherwise he is deemed to be playing for himself. If he plays for the benefit of the pool, he is not loosed if he fail to take a trick, and any tricks he may win are left in the pool.

After all the players have declared, the player first in hand of those who declare to play leads a card, and each player in rotation plays one card to it; the cards thus played constitute a trick. The trick is won by the highest card of the suit led, or, if trumped, by the highest trump. The winner of the trick then leads to the next, and so on until the hand is played out. The cards are not played in the center of the table, but in front of the person playing them, and they must remain there, face upwards.

The lead and play to the trick is governed by the following rules: The leader, if he has more than one trump, must lead the highest, unless his trumps are in sequence; but if he does not hold two or more trumps, he may lead whichever card he pleases. The other players, in rotation, must follow suit and head the trick, if able. Holding none of the suit led, they must head the trick with a trump, if able. If unable to follow suit or trump, a player may play any card he chooses.

The winner of the first trick must lead a trump, if able, and if he holds two trumps, he must lead the higher of the two.

If the leader holds the Ace of trumps (or the King, if the Ace be turned up), he must lead it whether he has another trump or not.

It is sometimes agreed that when there are more than two declared players, the leader is not obliged to play his highest trump unless it is the Ace (or King, Ace being turned up).

After the hand is played to its conclusion, the winner or winners of the tricks, as the case may be, divide the amount in the pool; this is done at the rate of one third for each trick. If a player wins one trick, he gets one third of the pool; if he wins two tricks, he takes two thirds of the pool; and if he wins all the tricks, he captures the whole pool.

If a player declares to play and fails to take a trick, he is loosed, and must contribute three chips to the next pool.

It is sometimes agreed to make the Loo *unlimited*—that is, when a player is looed, he has to contribute to the next pool chips equal in amount to the present pool. If more than one player is looed, each must deposit that amount.

After the pool has been divided, and the Loo, or Looes, as the case may be, are paid, the dealer deposits three chips in the pool, and the game proceeds as before.

When it happens that none of the players who declared to play are looed, a Bold Stand occurs, as before described.

Sometimes *Club law* is introduced, in which case every one must play when a Club happens to be turned trump. When Club law is played there is no dummy.

LAWS OF DIVISION LOO.

DETERMINATION OF DEAL.

1. The deal is determined by dealing a card, face upwards, to each player in rotation, beginning at the left of the person dealing the cards. The player who gets the first Ace deals.

CUTTING.

2. The player to the dealer's right cuts the cards. At least four cards must be cut, and at least four must be left in the lower packet.

3. When cutting to the dealer, if a card is exposed there must be a fresh cut.

4. If, in reuniting the separated packets, the dealer exposes a card, there must be a fresh cut.

SHUFFLING AND DEALING.

5. Each player has the right to shuffle, and it is the dealer's right to shuffle last.

6. The dealer must give to each player one card at a time, beginning with the player to his left, and at the end of each round he must deal one card to dummy previous to commencing the next round. In this order the dealer must deliver three cards to each player, and three to dummy.

7. After completing the deal, the dealer must turn up the next card for trumps.

8. If a card is faced in the pack, and it is discovered before the deal is completed, there must be a fresh deal.

9. If the dealer deals without having the pack cut; or shuffles the

pack after it has been cut with his consent; or deals out of order—for example, misses a hand or deals too many or too few cards to any player (even though the hand has been partly played out when the error is discovered); or deals two cards together and then deals a third; or exposes a card in dealing; or deals too many cards, notwithstanding he may be able to show which card was the turn-up—he forfeits a Single (three chips) to the pool. This penalty goes to the present pool. The cards are re-shuffled and re-cut, and he deals again.

10. After the first deal, each player takes the deal in rotation, beginning with the player to the left of the dealer. The game should not be abandoned until the deal has returned to the original dealer, unless there is a Loo in the last round, in which case the deal continues until there is a hand without a Loo.

11. If a player deals out of turn, and is not stopped before the trump card is turned, the deal stands good, and the player to the left of the player who dealt out of turn has the next deal.

12. If a player is looded, he must deposit the amount of the Loo in the pool before the deal is completed.

DECLARING.

13. Each player must declare whether he will play or not, in rotation, beginning with the player to the dealer's left.

14. If a player looks at his cards before it is his turn to declare to play, he forfeits a Single (three chips) to the pool. This penalty goes to the present pool.

15. If a player exposes a card before declaring to play, or declares to play before his turn, he forfeits a Single to the pool. This penalty goes to the present pool.

16. If a player takes dummy, and no one plays against him, he takes the pool. If no one declares to play, the dealer takes the pool.

PLAYING.

17. If a player, having declared to play, exposes a card before it is his turn to play; or plays a card out of turn, or before all have declared; or exposes a card while playing, so as to be named by any other declared player—he must leave in the pool any tricks he may make, and, in addition, forfeit four times the amount of a Single. If he fail to take a trick, he is looded the amount in the pool, up to the limit (if any), in lieu of penalty. These tricks and forfeitures go to the next pool.

18. If a player holds Ace of trumps and does not lead it, or if he holds King, Ace being turned up, and does not lead it, he must leave in the pool any tricks he may make, and forfeit four times the amount of a Single. This forfeiture and the tricks go to the next pool.

19. If a player does not lead the higher of two trumps, unless his trumps are sequence cards, that is, cards of equal value; or does not head the trick when able, or revokes; or holding a trump does not lead trump after trick—he is liable to the same penalty as in Law 17.

20. When a revoke or any error in play occurs, the cards must be taken up and the hand re-played, if so desired by any player except the offender.

21. If a pack is discovered to be incorrect, the deal in which the discovery is made is void. All preceding deals stand good.

NEWMARKET, OR STOPS.

This round game is played by any number of persons, with a pack of fifty-two cards. The Ace of Hearts, King of Diamonds, Queen of Spades, and Knave of Clubs are selected from another pack, and are called the pool cards; these four cards constitute a permanent lay-out to be placed in the center of the table, and may be mounted upon a board for the purpose.

THE DEAL.

The deal is decided by cutting, as at Whist, the player cutting the lowest card dealing first, the deal afterwards passing in rotation to the left. In cutting, Ace is low.

STAKING.

Previous to each deal, the eldest hand stakes as many counters as he chooses, provided the number does not exceed an agreed limit, and the other players all stake a similar number. Each player places the counters constituting his stake upon any of the pool cards he chooses, putting all of them on one pool card, or distributing them on different pool cards, at his discretion.

DEALING.

The pack having been shuffled and cut, as at Whist, the dealer deals around the entire pack, one at a time, face down, dealing first

to an extra hand, next to his own hand, and then to the other players in rotation to the left.

The extra hand remains unseen by all the players, and is only dealt for the purpose of making Stops.

It is evident that the number of cards dealt to each player depends upon the number of players participating in the game; also, that one or more of the players may receive one card more than the others. This is not necessarily a disadvantage; but, even if it be so, it will happen equally to all the players in turn as the deal passes around.

RANK OF THE CARDS.

The cards rank: Ace (lowest), Two, Three, Four, Five, Six, Seven, Eight, Nine, Ten, Knave, Queen, King (highest).

PLAYING AND STOPS.

The player to the left of the dealer (eldest hand) has the first lead, and may lead any suit he chooses, but the card he leads must be the *lowest* one in his hand of that suit, and he must name the card as he leads it.

The holder of the next higher card in sequence of the same suit then plays, also naming it; the holder of the next higher card in suit plays next, naming the card as he plays it, and so on until a Stop is reached.

If a player holds two or more cards in regular sequence to the last card played, he must play them, one after another, naming each as he plays them, until he can play no further. Thus: If a Six of Spades is the last card played, and a player has the Seven, Eight, Nine, and Ten of the same suit, he must play them all, distinctly naming them in their proper order.

A Stop is a card which baulks or stops the further play in a sequence. It may be the highest card of a suit; or a card next lower in sequence to the card led in a suit already played. For example: Suppose a Seven of Hearts has already been led, and the sequence played up to the King, which is a Stop; then the Six of Hearts, being the highest remaining card of that suit, is necessarily a Stop.

The four Kings are always Stops; also, the card next in sequence below each of the cards in the *extra hand*.

When a Stop is played, the player of the Stop card leads for the next round, but he cannot lead a card of the *same* suit as that of the Stop until he has *first* played a card of another suit; unless it should happen that *all* the remaining cards in his hand are the same suit as

the Stop card. For example: Suppose the Knave of Hearts has been led or played, and a player, holding the Queen and King of Hearts, plays them; he cannot then again lead Hearts, unless all the cards in his hand are Hearts, but he must lead a card of another suit, and if that card should happen to be a Stop, he may then again return to a lead of Hearts.

Each player lays his cards, as he plays them, on the table in front of him, forming a packet, which must be turned face downwards as soon as a Stop is reached, and before a fresh lead is played to.

The play continues until one of the players has played all of his cards, when he announces that he is "out".

POOL CARDS.

Every time that a player, in the course of the game, plays a card similar to either of the pool cards, he takes whatever stake (if any) may be standing upon that card.

If the stakes on either of the pool cards are not claimed, by reason of their not having been played before one of the players is out, or from their remaining in the extra hand, the unclaimed stakes must remain undisturbed, thus increasing the value of the pool to be subsequently played for. If any stakes remain unclaimed upon either or all of the pool cards when the play ceases, their possession is decided by lot.

PAYMENTS.

The player who is first out receives from each of the other players one counter for each card remaining unplayed in their respective hands. Thus: If A is out, and B has five cards remaining in his hand, B pays A five counters; C, with three remaining cards, pays A three counters; and similarly for the other players.

PENALTIES.

The player who plays a Stop and fails to lead a card of another suit, although holding such a card in his hand, must pay one counter to each of the other players, and in addition to this, he must take up the card improperly led and lead another suit.

The player who leads a card, having in his hand a lower card of the same suit, must pay one counter to each of the other players.

The player who fails to play a card next higher in sequence to a card already played must pay one counter to each of the other players. If the card which he has failed to play at the proper time dur-

ing the round is a card next lower in sequence than either of the pool cards, he must pay to the holder of the corresponding pool card a number of counters equal to those staked on the pool card at the time of such failure.

VARIATIONS OF THE GAME.

The following variations are sometimes played:

If, after examination, the dealer is not satisfied with his own hand, he may lay it face downwards on the table and take up the extra hand, which he then *must* play. This gives the dealer an advantage, because all the cards in his rejected hand make Stops, and he is the only player who knows what they are. For this privilege the dealer is required to stake double the number of counters staked by the eldest hand.

It is also sometimes agreed that a Stop may be made by the holder of the Ace of Diamonds (called *Spin*) at any time when he can come in by playing the next highest card to the one last played. Thus: Suppose the Seven of Hearts played, and that the holder of the Eight of Hearts has Spin, he may play the Eight of Hearts and keep Spin in hand; or, if he wishes to make a Stop, he may play the Eight of Hearts and Spin together, saying, "Eight of Hearts and Spin." This gives the player of Spin the privilege of another lead.

The player of Spin receives three counters from each of the others. If any player goes out before Spin has been played, the holder of it pays to the winner of the round *two* counters for each unplayed card.

Sometimes an extra stake is made up for the player who is "First out". When this is played, First-out (unless he chance to be the dealer) is exempt from contributing to the pool for the next turn. The other players contribute as at first.

HINTS ON LEADING.

Although this seems a simple game, it requires considerable judgment to choose the best card to lead. Aces, and cards that cannot be led to, should be parted with when the lead cannot be kept with other cards. Kings, and cards that have become Stops in the course of play, should not be parted with early in the hand, as they are useful in regaining the lead; but when the leader has all Stops except one card, he should lead the Stops, one after the other, and then his last card, and say, "Out."

EXAMPLE: Suppose A has to lead with five cards remaining in

his hand, four of which he knows are Stops, but the fifth a card which may possibly be played to by the other players; if he leads the latter, his four other cards would then be blocked out; he should therefore first lead his four Stop cards, one after the other, and finally play his last card and call, "Out."

As a general rule, when there is little or no prospect of being able to regain the lead, lead so as to get rid of the greatest number of cards in hand.

GRABOUCHE.

CARDS AND PARTNERSHIPS.

Grabouche may be played by two, four, six, or eight persons.

Three complete packs (fifty-two cards each) are required if two, four, or six persons engage in the game; but when eight play, four packs are necessary.

The cards rank as at Whist.

When four persons play, they divide into two sets, each player sitting opposite his partner, as at Whist.

When six persons play, they form two partnerships of three each, and the players composing the two sets sit in alternate order.

When eight persons play, two partnerships of four each are formed, and the players are similarly seated alternately.

The partnerships are determined by cutting.

DEALING.

The player who cuts the lowest card deals. Ties cut over.

The dealer counts out twenty cards for each side face downwards. The top card of each pile is turned up.

When six or eight persons play, the number of cards in the two piles are sometimes increased.

Five cards (in books, or parcels) are dealt to each person, beginning with the player to the left of the dealer. The remaining cards are made up into books of five, to be given to each player when his hand is played out.

PLAYING.

The player on the left of the dealer opens the play; and may begin by placing an Ace (if he have one) face upwards in the *center* of the table. He may build upon the Ace with all the suitable cards con-

tained in his hand; that is, he may play upon it the Two, the Three, etc., in their regular upward sequence of rank. This he may do, not only to get rid of his hand and take a fresh one, but, if possible, to reach the denomination of the card turned up on his pile of twenty, so that he or his partner may play it off.

The Aces must always be placed in the center, and cards built upon the Aces are known as the "center piles".

When a player plays his last card in the center, he may take a fresh hand and continue playing all available cards.

When the player has finished playing in the center, he lays a card, face upwards, in front of him, and this is known as a "table card".

It is not obligatory to play the Ace at once, and it is advisable not to be too precipitate in playing it when the exposed card on the adversaries' pile is a low one, and you have no cards to build up the Ace to the denomination of their card, or beyond it. Besides, if you hold no cards in sequence with the Ace, it is better to first play your other cards upon the table, retaining your Ace to the last. This is particularly beneficial when your last two cards are both Aces, as it affords you an opportunity of getting a fresh hand which may contain cards that will continue your play advantageously.

After the first player has completed his play, the next player similarly plays, and so on all around. When a player cannot or does not choose to play upon the center piles, he deposits a "table card" in front of him.

A player is entitled to use cards from his hand; or the top cards of his own or his partners' table piles; or the top card of his twenty-pile—in building up the center piles.

A player is not obliged to build upon the center piles unless he chooses to do so; and when it comes his turn, he may play a card upon either of his table piles as often as he likes; whether such card is in sequence with the cards in the center piles or not.

The chief aim and object of the game is to play off the cards from the twenty pile; therefore, if by playing on the center piles you lead up to the denomination of the card on your own pile, do so; but you should refrain from playing on the center when it will help your opponents to accomplish the same object. In the latter case it is obviously your policy to play upon the table piles, because your adversaries cannot use the cards on your table; and the cards thus exposed may be advantageously employed by your partners to prevent the opponents from playing off their pile. This is called "blocking".

It is occasionally advisable to play up to the adversaries' card

when by doing so you can get rid of all your cards and take a fresh hand. Such play is a little risky, and may not always result advantageously; but nothing is absolutely certain; and if you have a forward game, you are justified in "taking the chances".

Four piles of table cards are the limit permitted in front of each player; it is therefore best to arrange them in sequence, placing the lower cards on the higher; or, when possible, making one pile all of the same denomination.

The Aces are built upon without any regard to suit. When the sequence from the Ace is completed, *i. e.*, when the King is put on, the pile is removed from the center, shuffled, and made up into books of five each ready for use when needed.

THE OBJECT OF THE GAME.

When the top card of a twenty pile is played off, the next card is immediately turned up, and this operation is continued until the last card of the pile is played. The side who first play off all the cards in their twenty pile win the game.

HINTS ON PLAYING.

Be careful, in playing up to your own pile, not to give your opponents a chance to play off from theirs. Block their game all you can.

Keep a strict account of the cards in your own and your partners' table piles. To know with certainty what piles are in consecutive sequence is of great advantage.

When your hand is out, call for a fresh one before you play from your own or your partners' table. As soon as you play a card from your twenty pile, turn up the next one at once, and use it if possible.

Get rid of your hand as quickly as possible, and always play from your hand, in preference to playing the same card from the table, unless, of course, the corresponding card is the top one on your pile of twenty; *always* give that the preference.

An exception to the last rule is sometimes warrantable when you desire to release a card on a table pile that is covered by one of a higher denomination. In such a case you might diverge from the ordinary rule and play from the table instead of from your hand.

PENALTIES.

No remarks of any kind are allowable from the partners of a player about to play. Should such a player, by word or gesture, express

disapproval or approval of a partner's play under such circumstances as would be likely to affect his further play, the opposing players may each place a card from their hand in the center of the pile of the offending side. If a player holds no card, he may employ a card, for the above purpose, from his fresh hand, as soon as he receives it.

The same penalty is inflicted when a player attempts to look at the cards beneath the upper card of any of his table piles.

SLOBBERHANNES.

This interesting game possesses more merit than many of those which enjoy far wider popularity. A Euchre pack is used, the cards ranking in value from Ace (highest) to Seven (lowest).

Four players take part, but there is no partnership, each playing for his own hand. The players cut, not for *deal*, but for *lead*, the highest having the preference, and the player on his right dealing. After the first hand has been played, the deal passes in rotation to the left, as at Whist. The deal is no advantage, and a misdeal, therefore, involves no penalty, but there is a fresh deal by the same dealer; likewise in the case of a card being found faced in the pack, or exposed in the act of dealing.

The deal may be either by two cards at a time, or by three, three, and two, at the discretion of the dealer. There is no trump, all suits being alike in value.

Each player is bound to follow suit if he can. The highest card wins the trick, and the winner leads to the next. In this game, however, contrary to the usual rule, the object is to *avoid* making tricks, for the player who first makes ten points *loses* the game, and has to pay an agreed stake to each of the other players.

Points are scored as under:

1. For the first trick, one point.
2. For the last trick, one point.
3. For the trick containing the Queen of Clubs, one point.
4. If, in the same hand, any one player wins all three tricks above mentioned, he is said to make Slobberhannes, and scores an extra point.
5. The penalty of a revoke is also one point added to the score of the offender.

The lead is a great advantage, for the player is pretty sure to hold one safe losing card, which he will lead accordingly. The general policy of the other three players will be to follow suit with the lowest card possible, subject to the proviso that if the player sees that he is bound to win the trick, he should in such case do so with his *highest* card, to avoid the possibility of being compelled to win a damaging trick with it at a later stage. The second and following tricks may be won with impunity, and players will therefore avail themselves of these to get rid of their high cards. But the main interest of the game lies in the general struggle not to be saddled with the Queen of Clubs, which the holder will endeavor either to play to a Club trick, or discard to some other lead of which he happens to be short. As a matter of course, the Ace and King of Clubs are very dangerous cards to hold, and the holders should therefore endeavor to discard them. The eighth card of a suit, or the best card of any suit of which there are only two or three remaining, is a very bad lead, as, being a certain winner, it gives the adversaries a safe opportunity for such discards as above mentioned.

CATCH-THE-TEN.

This is a Scotch game, and is sometimes known as *Scotch Whist*.

Catch-the-Ten is usually played with a pack of thirty-six cards, the Two, Three, Four, and Five of each suit being rejected.

Sometimes one or more of the Sixes are also taken out of the pack, when it becomes necessary for the equal division of the cards. Thus: When eight persons play, all the Sixes are dispensed with, and four cards are dealt to each player. When seven play, one Six is discarded, and five cards are dealt to each. When six play, six cards are dealt to each, and so on.

When two play, three hands of six cards each are dealt to each player. The first hand is dealt (six cards to each player alternately—see page 339), then the second hand is similarly dealt; and lastly, the third hand. The thirty-sixth card is turned up for trump. The hands must be kept separate, and are played in the order they are dealt. When three play, two hands are similarly dealt to each, and played in the same order.

If the party consist of two, three, or five players, each plays upon his own account.

If the party consist of four, A and C are partners against B and D; if six, A, C, and E against B, D, and F—or A and D, B and E, C and F, in three partnerships; the partners always sitting alternately, with an adversary between each two.

The rules for dealing and misdealing are the same as at Whist.

RANK OF THE CARDS.

The cards in suits, not trumps, rank as at Whist, the Ace being highest and the Six being the lowest. When a suit is trump, the cards rank differently. The Knave of the suit turned up is the highest trump, the Ace is the next best, and so on.

Rank of the trump suit—beginning with the highest: Knave, Ace, King, Queen, Ten, Nine, Eight, Seven, Six.

Rank of the suits when not trumps—beginning with the highest: Ace, King, Queen, Knave, Ten, Nine, Eight, Seven, Six.

SCORING.

The game is forty-one points.

The cards count to the player, or side *winning the tricks* containing them, as follows:

Knave of trumps . . .	11 points.	Queen of trumps . . .	2 points.
Ace of trumps . . .	4 points.	Ten of trumps . . .	10 points.
King of trumps . . .	3 points.	The other trumps have no value.	

Besides counting for the above points, the side making what is called *Cards* score for them. Each card in excess of either party's quota of the cards in the tricks taken counts *one* point. For instance: Suppose four are playing; each player's share of the thirty-six cards would be nine. If two partners take six tricks (each containing four cards), equivalent to twenty-four cards, they score six for *Cards*, that being the number over and above their joint quota of twice nine, or eighteen cards.

PLAYING.

After the cards have been dealt, and the last card turned for trump, the player to the left of the dealer leads any card he chooses. Each player, in rotation, plays a card to the lead, and must follow suit if he can; but if he cannot follow suit, then it is optional to trump or play a card of any suit he pleases. The highest card of the suit led wins the trick. Trumps win all other suits. The winner of the trick leads to the next, and so on. The hand is played precisely as at Whist.

REVOKING—EXPOSED CARDS—LEADING AND PLAYING OUT OF TURN.

Each player must follow suit, if possible; and if a card is led, and a player, having a card of the same suit, shall play one of another suit to it, and the trick has been turned and quitted, that constitutes a revoke.

A player, or the side making a revoke, forfeits the game.

All cards led or played out of turn, and all cards otherwise exposed, are liable to be called. (*See Laws of Whist.*)

FRENCH WHIST.

This game, a variety of Catch-the-Ten, is played the same as Whist, with the following exceptions:

I. The game is forty instead of ten.

II. The honors count for those who win them, and not for those who hold them.

III. The Ten of Diamonds counts ten for those who win it. It is not a trump unless Diamonds are trumps.

The tricks count the same as at Whist.

COON CAN.

The game of Coon Can is played by two persons, with a pack of forty cards—the Kings, Queens, and Jacks being thrown out from a complete pack. The players cut for deal. The highest deals. After the cards have been properly shuffled and cut, the dealer, beginning with the elder hand, deals three cards to each player, then three again, and lastly four cards, thus giving each player ten cards. The cards remaining undealt (called the talon) are then placed, face down, upon the table.

The cards rank as follows: Ten, Nine, Eight, Seven, Six, Five, Four, Three, Two, and Ace.

The object of the game is for the player to form “Fours”, “Threes”, and “Sequences or Straights”, of the *same suit*, with the assistance of cards drawn from the talon, or taken from the discard; and by placing such combinations upon the table, unload the

original ten cards dealt to him, and one card more, before his adversary can similarly get rid of his cards.

The straights must be not less than three cards in sequence and all of the same suit, such as Ace, Two, Three of Hearts, or Seven, Eight, Nine of Clubs. A player with four of a kind on the table may borrow one to make up a sequence, or may borrow the end of a sequence of four or more to make up a triplet.

The play commences by the elder hand drawing one card from the top of the talon, and if he can, with the assistance of this card, succeed in the formation of any Threes or Fours, or of a Sequence, he shows such combination and places it on the table, and then discards from his hand one card for the card drawn. If he does not use the card which he drew, he places it, face up, by the side of the talon.

If the dealer can employ the card which the elder hand discarded, to form any combination, he takes it in hand, and similarly places the combination on the table, and discards a card from his hand. If he cannot use the discard, he draws a card from the talon. The play proceeds in this manner until one of the players succeeds in placing upon the table all his ten cards and one card more, eleven in all.

If neither of the players succeeds, the game is a draw. The losing player deals, but when a draw occurs the elder hand deals.

ALL-FIVES.

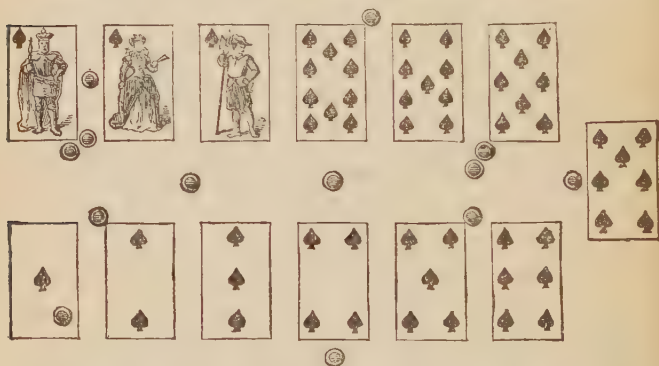
This game is played with an entire pack, in the same way as All-fours. But instead of seven, sixty-one points constitute the game, which is marked on a cribbage-board. For Ace of Trumps the holder marks four points when he plays it; for King of Trumps, three; for Queen, two; for Knave, one; for the Five of Trumps, five; and for the Ten of Trumps, ten. If the Knave, Ten, or Five be taken in play by superior cards, the points belonging to them are scored by the winner. In counting for game, the Five of Trumps is reckoned as five, and all the other Aces, Kings, Queens, Knaves, and Tens are counted as in All-fours. A good deal of skill is necessary in order to play this game well; the proficient holding back a superior card to catch the Ten or Five. Trump after trick is not compulsory unless previously agreed to. The first card played by the non-dealer is the trump. The rest of the rules are the same as in All-fours. It may be played by four persons, either as partners or singly.

FARO.

Faro is played with a full deck of fifty-two cards. The dealer sits at the table prepared for the purpose, with an assistant or "looker-out" at his right hand. Upon the center of the table is a suit of cards arranged in the order seen in the illustration, upon which the players place their money or stakes, and which is called the *Lay-out*.

EXPLANATION OF THE LAY-OUT.

The Ace, Deuce, King, and Queen are called the *Big Square*, or *First Square*; the Deuce, Trois, Queen, and Jack, the *Second Square*, and so on; and the Six, Seven, and Eight, the *Pot*.



The circles represent the money or checks of the players, who have thus made their bets. The check between the King and Queen is bet upon both these cards; that upon the corner of the Ten takes in the Ten and Eight, barring the Nine; the check in the Pot is bet upon the Six, Seven, and Eight; that between the Ten and Four takes in those two cards, while that below the Four includes the Trois, Four, and Five; the check "flat-foot" upon the Ace is bet upon that card only; the money in the *Second Square* includes the Deuce, Trois, Queen, and Jack.

In New York and the New England States the money on the corner of the Deuce plays the Deuce and King; and the money *spread* on the corner of the King plays Ace, King, and Queen.

Elsewhere a different rule prevails. The money bet on the corner of the Deuce plays the Ace, Deuce, and Queen; and the bet *strung* on the corner of the Eight plays the Eight and Five.

The banker usually limits the sums that may be bet, in accordance with the amount of his capital.

There are two kinds of limit—the *plain* and the *running* limit.

The *plain limit* is usually twice as much for double, treble, or quadruple cards as for single cards—say \$100 to single and \$200 to the others—and this means that the player may at any time bet \$100 on any or all of the single cards, and \$200 on any or all of the others.

The *running limit* is \$25 and \$100, or \$50 and \$200, or other amounts in like proportion. This means that the player may not bet more than \$25 of his own money; but, having bet that amount and won, he may allow the whole to lie where it won or elsewhere, and thus win \$50; and then again allow the whole \$100 to lie, and thus win \$100, which is the amount of the limit.

The game may be played by any number of persons, and each player may select any card or number of cards upon the "lay-out", and may change his bet from one card to another whenever he pleases between the turns.

DEALING THE CARDS.

The bank-limit and all other preliminaries being settled, and before any stakes are placed on the lay-out, the dealer shuffles the cards, cuts them, and places them, face up, in a small metal box, called the dealing-box, which is a little larger than the pack to be admitted. This box is open at the top, so that the top card may always be in view. It also has a slit at the side sufficiently large to permit only the top card to pass through it. As the cards are pushed out or dealt from the top through this opening, the remainder of the deck is forced upwards by springs placed in the bottom of the box, and thus the cards are kept in their proper place until the pack is exhausted.

We will suppose, by way of illustration, that an Ace is the top card, as the pack lays in the dealing-box before commencing to deal.

The players make their bets in any way to suit their fancy. When the bets are all made, the dealer draws out the top card (which is laid aside), bringing into view (say) a Ten; this is the banker's card. He then draws out the Ten, disclosing (say) a King, which is the

players' card. The dealer rakes in all the bets which have been placed (or strung) on the Ten (unless coppered), and pays all the bets which have been made on the King, except those coppered.

This ends the first *turn*, the players' card remaining undisturbed until the turn has been noted in the cue-box and the players have arranged their bets for the next *turn*.

When all are ready, the dealer draws out the King, displaying (say) a Four; and this being drawn, shows (say) a Seven; the Four winning for the bank, and the Seven for the players.

This completes the *turn* again, and the same routine is followed to the end. As the dealer draws out the cards he lays them in two piles; all the banker's cards being placed in the pile nearest the dealing-box, and the players' cards in the pile farthest from the box.

Whenever two cards of the same denomination—as, for example, two Sevens or two Fours—appear in the same turn, the dealer takes half the money found upon such card; this is called a *split*, and is the bank's percentage, to avoid which old Faro players wait until there is but one Seven or Four, or card of any other denomination, left in the box, and then place their heavy bets upon that, thus avoiding the possibility of a split.

If a player wishes to play upon the banker's card, or to bet that any certain card will *lose*, he indicates it by placing a *copper* upon the top of his stake, and if this card turns up for the bank, the player who has coppered it wins.

When there is but one turn left in the box, the player has the privilege of *calling the last turn*—that is, of guessing the order in which the cards will appear, and if he calls it correctly, he receives two or four times the amount of his stake, according to the character of the turn. Thus: When the last turn shows cards of three different denominations—King, Trois, and Six, for instance—they can come out in six different ways, and the dealer pays four for one.

In *Cats*, that is, when the last turn consists of two cards of the same denomination and one other card—for instance, two Jacks and a Seven—the turn can come in only three different ways, and the dealer pays two for one.

KEEPING THE GAME.

As it is important for both dealer and player that the cards remaining in the box should be known, the game is accurately kept, so as to exhibit at a glance every phase of the deal. For this purpose

printed cards are given to the players, upon which they keep the game in the following manner:

No. 1.	No. 2.
A—o I o I	A—I
2—o o o o	2—o o
3—I o o I	3—o o o
4—o o I I	4—
5—o o I o	5—o I
*6—I o I	6—o I I
7—I I I I	7—
8—I I o o	8—I I
9—I o I ‡	9—o I I
10—I I I o	10—
J—x o I	J—
Q—o o o I	Q—I
K—I I o o	K—o

No. 1.—This table, marked as the cards are dealt, exhibits what each card has done; the o means that the card lost—the I, that it won; thus, the Ace lost, won, lost, and won; the Two lost four times; the Four lost twice and won twice; the Seven won four times; the Queen lost three times and won; and the Jack split, lost, and won—the x indicating a split; the Six was the top, or *soda* card, as shown by the *; the Nine won, lost, and won, the fourth Nine remaining in the box being the last, or *hock* card, which is indicated by the ‡.

No. 2.—This table illustrates a deal partly made. One Ace has been dealt, and three remain in the box; two Deuces have lost, and two remain in the box; Four was the top card, and all the Sevens remain in the box; etc.

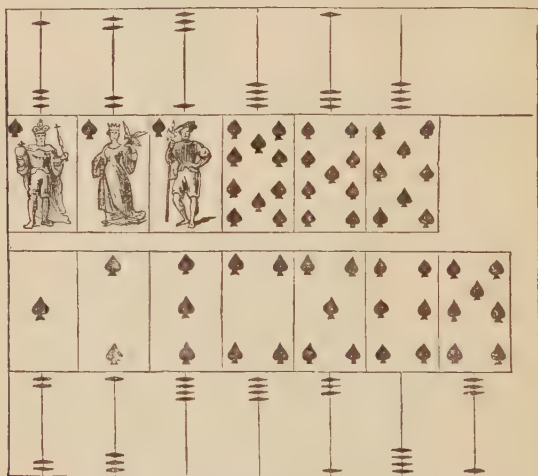
At this stage of the game cautious players would avoid betting upon the Seven, Ten, or Jack, preferring the Trois, Six, or Nine, because upon these latter cards they cannot be split, as there is but one of each in the box, while the Seven, Ten, and Jack are all in the box, and are therefore liable to split, or to appear before the others.

KEEPING THE GAME BY A CUE-BOX.

The game is also kept by a *Cue-keeper* or *Cue-box*, by means of which one of the players keeps a correct tally of the progress of the deal.

The cue-box is a miniature *lay-out*, with four buttons attached to each card, as represented below.

At the beginning of each deal, the buttons, which are placed upon wire, extending from each card, as represented, are all shoved close up to the card, as illustrated by the Ten and Four; as soon as a turn is made, the buttons are pushed to the opposite end of the wire,



THE CUE-BOX.

as shown by the Five, Six, Seven, Jack, etc., so that by a glance of the eye the player can see how many of each card remain in the dealer's box. As represented above, three Kings, two Queens, one Jack, three Nines, three Sevens, three Fives, one Deuce, and two Aces remain to be dealt, while none of the Tens, Eights, Fours, or Trois have yet appeared; all the Sixes are out, and the Six, therefore, is said to be *dead*, because no more remain to be dealt.

TECHNICAL TERMS USED IN FARO.

BANKER or BACKER.—The person who furnishes the money for the game.

DEALER.—He who deals the cards, and takes and pays the bets.

CUE- or CASE-KEEPER.—The person who marks game on the cue-box.

LOOKER-OUT.—The dealer's assistant.

CHECKS.—Ivory tokens representing money, with which the game is played; they vary in color, size, and value.

THE HOCK or HOCKELTY CARD is the last card remaining in the box, after the deal has been made. When one turn remains to be made, there are three cards in the box—they may be, for example, the Five, Six, and Seven; we will suppose the last turn to be Five, Six, leaving the Seven in the box, which would be called the *hock* card, because, as the game was originally played, the dealer took *hock*—that is, all the money which happened to be placed upon that card; the bank, therefore, had a *certainty* of winning that money, without the possibility of losing it—hence the term *hock*, which means *certainty*.

A DEAL.—The dealer is said to have made a deal when he has dealt out the whole deck.

A TURN.—The two cards drawn from the dealer's box—one for the bank and the other for the player, which thus determine the events of the game—constitute a *turn*.

COPPERING A BET.—If a player wishes to bet that a card will lose (that is, win for the bank), he indicates his wish by placing a cent (or whatever may be provided for that purpose) upon the top of his stake. It is called "coppering", because coppers were first used to distinguish such bets.

TO BAR A BET.—A player having a bet upon a card, and wishing to bar it for a turn, must say to the dealer, "I bar this bet for the turn," pointing to it—in which case it can neither lose nor win.

LAST CALL.—When three cards only remain in the box, any player has the privilege of calling the order in which they will be dealt—this is termed the *last call*. The checks are placed so as to express the *call*, and if correctly made, the bank pays four for one, and if a *cat*, two for one.

A CAT or CAT HARPEN.—When the last turn consists of two cards of the same denomination, and one other card, as two Tens and a King, it is called a *cat*.

PAROLI or PARLEE.—Suppose a player to bet \$5 upon the Ace—it wins and the dealer pays it; if the player then allows the \$10 to remain upon the Ace, he is said to play his *paroli*, which means, the original stake and all its winnings.

PRESSING A BET is to add to the original stake.

BETTING EVEN STAKES is when the player constantly bets the same amount.

STRINGING A BET is taking in one or more cards remote from the one upon which the bet is placed.

PLAYING A BET OPEN is to bet a certain card or cards will win, not lose.

REPEATING AND REVERSING.—A card is said to *repeat* when it plays as it did upon the previous deal, and to *reverse* when it plays directly opposite—that is, if it won four times; it is said to reverse if it loses four times.

SNAP.—A temporary bank, not a regular or established game.

SLEEPERS.—A bet is said to be a sleeper when the owner has forgotten it.

A BET or CASE CARD.—When three cards of one denomination have been dealt, the one remaining in the box is called the *bet*, *case*, or *single* card.

THE SODA CARD is the top card of the deck when put into the dealing-box, preparatory to a deal.

LAWS OF THE GAME.

The rules of Faro are few and arbitrary, and are based upon principles of justice and equity. All questions or points of controversy which may arise during a deal may at once be settled by referring to the general rules or principles of the game. (*See also String-Bets.*)

1. All bets are to be taken or paid as they lie upon the card, except there is an express understanding to the contrary. The *intentions* of a player are not to be considered by the dealer, his *bet* being supposed to represent his intention.

2. If the player wishes to bar a bet on a card, he must make the dealer understand that he bars it, when it will remain barred until he says, "It goes."

3. If a player should put a bet upon a card and say to the dealer, "One half of this bet goes," it would be so understood until the end of the deal, unless the order was revoked.

4. The dealer must pay in full all bets for which he turns and loses, provided they are made in checks; but only the limit of the game if in bank-bills.

5. The dealer should take and pay correctly, and not make mistakes by design or through carelessness; nor should he alter the

position of the cards dealt, but allow them to remain upon their respective piles undisturbed.

6. The dealer has the right to close his game, or to quit dealing, whenever he sees proper to do so.

7. Players have the right to count, or otherwise examine the cards of the dealer, if they suspect foul play, or if they wish to guard against it. In all cases the dealer has the sole right to shuffle and cut; and where he permits a player to shuffle or cut, it is an extension of courtesy to the player, and not his right.

STRING-BETS.

There are many ways of betting besides those already mentioned; and such bets as are not put upon any card or cards, but on the margin of the lay-out, are called *String-Bets*. The object of making such bets is to avoid putting down a great number of separate bets, and to allow the player to play one of the numerous systems or methods which have been invented at various times.

It should be premised that the Jack, Queen, and King are supposed to be numbered 11, 12, and 13, respectively; so that the Jack and King are *odd*, and the Queen is *even*.

Some players wish to play all the *odd* cards to win and all the *even* cards to lose. To do this on the lay-out would require thirteen bets, one on each card; but by *stringing* one bet "odds to win", and another "evens to lose", the player effects the same end with only two bets, instead of thirteen.

In the same way, one side may be played against the other; that is, Ace, Deuce, Trois, Four, Five, and Six to win, and Seven, Eight, Nine, Ten, Jack, Queen, King, to lose—or *vice versa*.

Again, they may play one end against the other; that is, Ace, Deuce, Trois, Jack, Queen, King, against Four, Five, Six, Seven, Eight, Nine, Ten.

Most of the disputes that arise at Faro are from a misunderstanding about these *String-Bets*, and could all be obviated, and are justly and correctly decided by one simple rule, which is—that all such bets are governed by the cue-box, and the action on each turn between the dealer and the players is exactly what it would be if the player had a bet of equal size on each one of the cards shown by the cue-box to be included in his bet.

As an illustration: Suppose that the cue-box shows that there remain in the box the following cards: four Aces, one Deuce, no Trois, two Fours, one Five, no Six, two Sevens, one Eight, no

Nines, one Ten, one Jack, no Queen, and two Kings. A player has a string-bet "cases to win"; this is just as if he had bets of equal amount on the Deuce, Five, Eight, Ten, and Jack, all of which are shown by the cue-box to be *case-cards*. If it should happen that the cue-box had been incorrectly kept, and that there were really two Jacks in the dealing-box, instead of one, and the turn should come, Jack, Jack, some players claim that they should not be split, because it was evidently not a case, as there were two of them in. But the dealer has the right to split it, just as if a bet of equal amount had been played on the Jack.

Again: Suppose the turn should come, Ten, Trois; according to the cue-box the Ten is a *case-card*, and the Trois (wrongly) a *dead* card. In this case the player betting "cases to win" would lose on the Ten, because the player betting in accordance with the cue-box had bet on the Ten.

Suppose the turn came, Trois, Ten; the player would win on the Ten for the same reason. The Trois (although also really a *case-card*) is entirely ignored; because, being *dead* in the cue-box, the player is not supposed to have bet on it at all, and can therefore neither win nor lose on it.

Again: With the same cue-box as above, a player who was betting "odd cases to win" would be betting on the Five and Jack, and could not win or lose on a Trois or a Nine if either should show; he would also be split if a Five or a Jack should split.

So if he were playing "evens to lose", he would be playing the Deuce, Eight, and Ten; and would not win or lose if the Queen showed, and would be split if the Deuce, Eight, or Ten should split.

The same principles govern all kinds of string-bets.

THE CHANCES OF THE GAME.

The percentage of the bank against the player is less in Faro than in any known game; which fact, no doubt, accounts for its wonderful popularity in America. The only percentages of the game are the *splits* and the *call*.

When a player plays a card of which four are in the box, the percentage against him, on account of the danger of a split, is about six per cent.; when he plays a treble card, it is about two per cent.; and when a double card, less than one per cent. In all bets on *cases* there is no percentage whatever.

When the last turn shows three different cards—King, Four, and Seven, for instance—it is evident that they can come out in six

different ways, viz.: King, Four, Seven; King, Seven, Four; Four, King, Seven; Four, Seven, King; Seven, King, Four; Seven, Four, King. This gives the dealer five chances to one for the player, and he should pay the winner five for one; but he only pays four for one, and thus gains that percentage.

In *cats*—that is, a last turn of two kinds of cards only—there is no percentage. For instance: With two Jacks and a Seven, the turn can come in only three ways—Jack, Jack; Jack, Seven; Seven, Jack. The dealer has thus only two chances to the player's one, and as he pays the winner two for one, he has no percentage whatever.

Some players are more liberal than others; that is, play more money on double, treble, and quadruple cards; but taking the average style of all those who play, the percentage of the dealer against them is about one half of one per cent., and very few play so that the percentage against them is more than one per cent. This is much less than in any other banking game.

The old-fashioned Roulette wheel, with twenty-eight numbers, had a constant percentage of ten per cent. The new style of wheel, with thirty-six numbers, has about five per cent. All other games have five per cent. or more, and Faro alone has one per cent. or less.

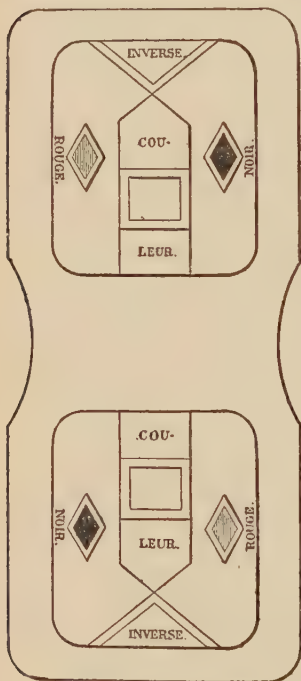
THE ODDS AGAINST WINNING ANY NUMBER OF EVENTS SUCCESSIVELY: APPLICABLE TO FARO, OR ANY OTHER GAME OF CHANCE.

That the player wins or loses the first time is an even bet.

That he does not win twice together is 3 to 1; three successive times, 7 to 1; four successive times, 15 to 1; five successive times, 31 to 1; six successive times, 63 to 1; seven successive times, 127 to 1; eight successive times, 255 to 1; nine successive times, 511 to 1; ten successive times, 1023 to 1; and so on, to any number, doubling every time the last odds, and adding one.

ROUGE ET NOIR.

Rouge et Noir, otherwise known as *Trente et Quarante* (Thirty and Forty), is played at a long table covered with green cloth, as shown in our illustration. It will be seen that there are at each



ROUGE ET NOIR TABLE.

end two lozenge-shaped figures, marked *Rouge* (red) and *Noir* (black) respectively, and colored accordingly. The two central divisions are known as *Couleur*, and the triangular divisions at each end as *Inverse*, being the opposite of *Couleur*. A stake may be thus risked on four different events, the selection of the player being known by the division of the table on which he places it.

Six packs of cards are used, shuffled together. Each player shuffles one portion of them, and the whole are then shuffled together by the "banker", or dealer, who is seated at the center of one side of the table, with one or more *croupiers*, who attend to the receipts and payments, facing him on the other side. The dealer, taking a single card (usually a blank card), offers it to one of the punters, who inserts it into the amalgamated pack at any point he pleases. The cards are divided at this point (this constituting the "cut"), and the dealer, taking a convenient handful (about equal in

quantity to an ordinary pack) from the top of the lower portion, deals one card, face upwards. The suit of this card is specially noted. for a reason that will presently appear. He continues to deal, face upwards, to either side alternately of the card already placed, until the points of the cards dealt (court cards counting as

Tens, and all others according to the number of their pips) amount to or overpass thirty-one. This first row of cards is considered to be for *Noir*. He then deals, for *Rouge*, a second row in like manner, again pausing so soon as thirty-one is reached or passed. Whichever of the two rows is nearest to that number wins, and each person who has staked on the corresponding color receives an amount equal to his stake.

The backers of *Couleur* are supposed to wager that the winning color (*Rouge* or *Noir*, as the case may be) *will be the same* as that of the first card dealt; the backers of *Inverse*, that it will be of the opposite color. Thus, if the first card of the first row (which, as we have stated, is for *Noir*) be the Queen of Hearts, and those next following in order, Four of Clubs, Eight of Spades, Six of Diamonds, Five of Diamonds—total, thirty-three.



And the second row (for *Rouge*), the Eight of Clubs, Three of Hearts, King of Diamonds, Four of Spades, Ace of Spades, Eight of Diamonds—total, thirty-four.



Noir, being the nearer to thirty-one, would be the winner. As between those players who have staked on *Couleur* or *Inverse*—the color of the first card, the Queen of Hearts, being the opposite, red—*Inverse* wins.

The announcement of the result is made by the dealer according to a regular formula. *Noir* and *Inverse* are ignored, the result being always stated with reference to the fortunes of *Rouge* and *Couleur*. Thus, in the present case, he would say, "*Rouge perd et Couleur*" (Red and Color lose). Suppose *Rouge* and *Couleur* had been the winners, he would say, "*Rouge gagne, et Couleur*." Suppose that *Rouge* and *Inverse* were the winners, he would say, "*Rouge gagne, Couleur perd*;" or, in the opposite event, "*Rouge perd, Couleur gagne*."

When both rows are equally near to thirty-one, as where both count thirty-two, or any other number from thirty-two or forty in-

clusive, this is a *refait*, or tie, and the punters neither pay nor receive. Where, however, both make thirty-one, *un refait de trente et un*, the bank is entitled to half the stakes. A punter may either pay the half accordingly, or allow the whole to be placed within certain lines on the table known as *la première prison* (the first prison), to abide the result of the next hand. Should the player then win, his stake is handed back to him, but without augmentation. Should he lose, it belongs to the banker. Some tables only take half in such a case, and transfer the remaining half to an inner division known as the second prison, to abide the result of the next hand.

The odds against *le refait* being dealt are reckoned 63 to 1, but bankers expect it twice in three deals, and there are generally from 29 to 32 coups in each deal. (*See Table of Odds, page 351.*)

LANSQUENET.

Lansquenet is usually played with the ordinary pack of fifty-two cards, but sometimes with two such packs shuffled together. Any number of persons may play.

The dealer having been selected, and the cards shuffled, they are cut by the player on his right hand. Before the deal proper begins, he takes the two top cards, and lays them (for a purpose that will presently appear) face upwards on the table at his left hand. The third card, which is regarded as his own, he places before himself; and the fourth, which is known as the *rejouissance* card, in the center of the table. This latter is the card of the company, and they stake upon it at pleasure up to any limit that may have been agreed upon. When all have made their stakes, the banker covers them, and then proceeds to turn up the next card of the pack. Should such card match neither of the cards upon the table, it is laid beside the *rejouissance* card, and any one who pleases may stake upon it; and in like manner with any other non-matching cards. Should a card appear matching the *rejouissance* card, the dealer takes all that is staked upon such card; and in like manner with any other card which any player has staked upon. But so soon as a card appears matching the dealer's own card, he is bound to pay all outstanding stakes, and the deal comes to an end, subject to one qualification, viz., that should both of the two cards placed at the outset on the dealer's left be paired before the same thing happens to his own, he is entitled to a second deal.

VINGT-UN.

Vingt-un may be played by any number of persons. A pack of fifty-two cards is required.

The Tens and court cards are each reckoned for ten, and the other cards according to the pips on each; but *the Ace in each suit may be valued as one or eleven*, at the option of the holder, according to the exigencies of his hand.

DEALING AND BETTING.

The deal having been determined, and the cards properly shuffled and cut, the players make their stakes, which must not exceed the agreed limit.

The dealer, holding the pack face downwards, takes the top card and places it upon the bottom of the pack, *back downwards*. This is called the *burnt card*, or *brulet*.

The dealer then delivers one card, face downwards, to each player in rotation, beginning to his left; he then repeats this operation, thus giving each player two cards.

It is sometimes agreed that the players may all look at the first card dealt to them before making their bets. The dealer also has the privilege of seeing his first card, and may insist on all the players doubling their bets. (*See note to Law 18.*)

CONDUCTING THE GAME.

The players all examine their hands, and the dealer asks each in rotation, the eldest hand first, whether he will take any cards. The usual phrase is, "Are you content?" If the player is satisfied with his hand, he says, "Content," and places his hand upon the table, face downwards. If the player is not content, he calls for a card. The dealer then deals him a card face upwards on the table, and again asks, "Are you content?" This operation is continued until the player is satisfied, and so on until each is served.

If the hand of a player who takes a card or cards amounts, including the cards drawn, to more than twenty-one, he throws his hand face downwards in the middle of the table, and delivers his stake to the dealer.

After all the players have stood or drawn, the dealer turns his hand face upwards on the table, and either stands or draws. If he overdraws he pays, according to the sums staked, to each player who

has not overdrawn. If he stands, or draws so that his hand does not exceed twenty-one, he receives from or pays to each player in rotation, the one winning whose cards amount most nearly to twenty-one. Ties stand off. Players who have to pay the dealer throw their cards in the middle of the table without showing them. Players who claim anything from the dealer show their cards. When a player overdraws he is said to be *burst*.

If a player has an Ace and a court card dealt him, which reckon twenty-one (called a *natural Vingt-un*), he turns his hand face upwards on the table and receives double his stake from the dealer. The dealer, however, need not pay until he has looked at his own cards, as, if he also has a natural, it is a stand-off. When the dealer has a natural, he similarly receives (except from naturals). No one draws, there being no chance of beating the dealer's hand.

If a player or the dealer has a pair dealt him originally, he may stake and draw on each card separately or not, as he pleases. If he goes on each, he separates the cards and puts a stake on each, and when it comes his turn to draw he says, "I go on each." In this case each party pays and receives on both hands. But if a natural occur in a double hand, the holder receives only a single stake on each, because to obtain a natural the first two cards only may be counted.

When the hand is over, the same dealer continues to deal afresh from the portion of the pack that remains undealt. The cards previously dealt are collected and shuffled (or *made*) by the player to the right of the dealer, called the *pone*. At the end of each deal the pone similarly *makes* all the used cards, that they may be ready for the dealer when the pack is exhausted. When the dealer comes to the last, that is, the burnt card, he throws it face downwards into the middle of the table, and the *pone* cuts the cards already made, for the dealer to go on with.

The first natural puts the dealer out, but it is often agreed that the deal shall consist of a certain number of rounds.

CHANCES OF THE GAME.

The odds at Vingt-un of course depend upon the average number of pips and Tens on two cards under twenty-one. For example: If the two cards in hand make fourteen, it is seven to six that the one next drawn does not make the number of points above twenty-one; but if the points be fifteen, it is seven to six against that hand. Yet it would not, therefore, always be prudent to stand at fifteen; for,

as the Ace may be calculated both ways, it is rather an even bet that the dealer's first two cards amount to more than fourteen. A natural Vingt-un may be expected once in eight deals, when two, and twice in eight, when four, play, and so on, according to the number of players. The principal advantage to the dealer arises from the fact that all bursts have to pay, irrespective of his own hand.

LAWS OF VINGT-UN.

DETERMINATION OF DEAL.

1. When the players have taken their seats, one of them must be deputed to shuffle the pack, and (after having it cut by the player to his right) to deal a card face upwards to each player in rotation, beginning to his left. The player to whom an Ace first comes has the deal.

SHUFFLING AND CUTTING.

2. When the deal has commenced, only the dealer and the pone have a right to shuffle. The dealer has a right to shuffle last. The cards remaining undealt may not be shuffled, but only those presented to the dealer by the pone when the pack is exhausted.

3. In cutting, at least four cards must be separated, and at least four left on the bottom packet.

4. If a card is exposed in cutting or in reuniting the cut packets, or if there is any confusion of the cards, the pack must be re-shuffled and cut again.

DEALING.

5. After the cards have been cut by the pone, and before the deal is commenced, the dealer must take the top card from the pack and place it on the bottom of the same, back downwards. This card is called the burnt card or brulet. The cards must be dealt face downwards, one at a time to each player in rotation, beginning with the player to the dealer's left.

6. If two cards are dealt together to one player, the mistake may be rectified before a third card is dealt. But if a third card is dealt before the error is discovered, the player who has the surplus card, having looked at his hand, must reject one card and give it, face downwards, to the pone.

7. If the dealer deals himself two cards together and then deals a third, the pone must draw a card at random from the dealer's hand.

8. If a card is exposed in dealing, the player may keep it or reject

it; if he reject it, the rejected card is given to the pone. If the dealer expose one of his own cards, he must keep it.

Drawn cards must be dealt one at a time, face upwards on the table. Each player in rotation must be content before the next can draw a card. In drawing separately on pair cards, the player must be content on one card before drawing on another.

10. If two drawn cards are dealt together, the player may keep either or both. If he keeps only one, he cannot draw another card. The rejected card is given to the pone.

11. If the dealer in drawing gives himself two cards together, he must keep them both.

12. If a player is missed in dealing or drawing, he may have his hand completed from the pack, or may throw it up.

13. If the dealer in dealing miss himself and a player draws cards before the error is discovered, the dealer must pay to each player the amount of his stake, and double to a natural. If the error be discovered before any cards are drawn, the dealer may complete his hand from the top of the pack, and there is no penalty.

14. The burnt card must not be dealt or drawn.

15. If there is a faced card in the pack, it must be rejected and given to the pone.

16. Should the dealer sell his deal, the buyer deals, but without changing his seat.

17. If a player (not the dealer) holds a natural Vingt-un, it puts the dealer out. The holder of a natural has the next deal, except it is the first hand of the deal, or the dealer also has a natural.

[Sometimes by agreement the dealer has a given number of deals; for example, he deals the pack twice out.]

STAKING AND PAYING.

18. Each player is bound to place his stake in front of him, distinct from his other counters or coins, before a card is dealt. When content with his hand, he puts it face downwards on the table, and places his stake on top of it. No stake can be withdrawn, added to, or lessened after it has been once made, but must be allowed to remain until the dealer declares he stands. No stake higher than that agreed to at the commencement of the game is allowed.

[Sometimes the English custom of staking is adopted, when it is agreed that each player may look at the first card dealt to him before making a bet. The dealer also has the same privilege, and may insist on all the players doubling their stakes.]

19. A player or dealer having a pair dealt may draw and stake on

each separately. Tenth cards only pair with Tenth cards of the same denomination, that is, Kings with Kings, and so on. (*See Law 9.*)

[In England the custom is as follows: If the first card drawn, or if the first and second cards are of the same denomination as the pair first dealt and split, the player may go on three or on all four cards.]

20. If a player draws on cards separately which do not pair, he pays the dealer on each hand.

21. When the dealer and a player tie, the two cancel or stand off, and neither receives from or pays to the other.

[In England ties pay to the dealer; but when the dealer and another player have a natural dealt in the same hand, it becomes a stand-off.]

22. Overdraws pay the dealer at once. The player who overdraws throws up his cards without exposing them, and the pone should not look at them.

23. When all the players have stood or drawn, the dealer must expose his hand face upwards on the table.

24. If the dealer overdraws, he pays all the players except those who have already overdrawn.

25. A player having a claim on the dealer is bound to expose his hand to satisfy the dealer of the correctness of his claim. If a player mixes his hand with those thrown up without first exposing it, he must pay the dealer.

26. A natural Vingt-un must consist of an Ace and a Tenth card dealt in the first two rounds. The dealer pays to and receives from a player for a natural, unless a tie should occur. In case of a double hand (*see Law 19*), an Ace and a tenth card form acquired and not natural Vingt-uns, and receive and pay only single stakes.

[In England the dealer pays and receives double for an acquired Vingt-un.]

THE PONE.

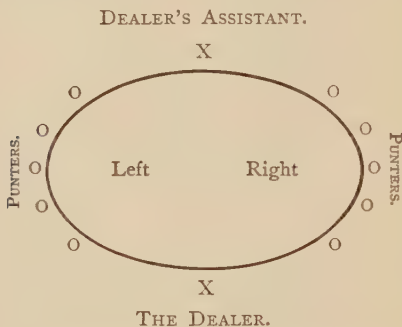
27. The player to the right of the dealer must act as pone, and must collect and shuffle the used cards (called making them). When the pack is exhausted, he must present the made cards to the dealer and cut them.

AFTERCOMERS.

28. The place of an aftercomer is decided by the pone dealing, from the made cards, one card between each of the players, commencing to his left. The aftercomer takes the place where the first Ace falls, or, if there be no Ace dealt in the round, where the highest card falls.

BACCARAT.

Baccarat Banque (pronounced Băcărăh) is played upon a large oval table, covered with a green baize cloth, on which are marked ten divisions, five on each side of the banker, who sits in the center; he has an assistant or croupier, who sits opposite to him. In the middle of the table is a circular cavity, about eight inches deep and a foot wide, which is called the waste-basket, and in which the cards are thrown after each hand. At the right hand of the assistant is a little slit, in which he deposits the percentage paid for each bank.



The bank is put up at auction, and is taken by the highest bidder, who must at once start his bank with the amount he has bid for it.

Any player may "go bank" (*i. e.*, to play against the banker's whole stake), the first claim to do so belonging to the punter immediately on the right of the banker; the next to the player on his left, and so on alternately in regular order. If two players on opposite sides desire to "go bank", they go half shares.

A player going bank may either do so on a single hand, in the ordinary course, or *à cheval*, *i. e.*, on two hands separately, one half of the stake being played upon each hand. A player going bank and losing may again go bank; and if he again loses, may go bank a third time, but not further.

A player undertaking to hold the bank must play out one hand, but may retire at any time afterwards. On retiring, he is bound to

state the amount with which he retires. It is then open to any other player (in order of rotation) to continue the bank, starting with the same amount, and dealing from the remainder of the pack used by his predecessor. The outgoing banker takes the place previously occupied by his successor.

The breaking of the bank does not deprive the banker of the right to continue, provided that he has funds wherewith to replenish it, up to the agreed *minimum*.

Should the stakes of the punters exceed the amount for the time being in the bank, the banker is not responsible for the amount of such excess. In the event of his losing, the croupier pays the punters in order of rotation, so far as the funds in the bank will extend; beyond this they have no claim. The banker may, however, in such a case, instead of resting on his right, declare the stakes accepted, forthwith putting up the needful funds to meet them. In such event the bank thenceforth becomes unlimited, and the banker must hold all stakes (to whatever amount) offered on any subsequent hand, or give up the bank.

The right to begin having been ascertained, the banker takes his place midway down one of the sides of the oval table, the croupier facing him, with the waste-basket between. On either side of the banker are the punters, ten constituting a full table. Any other persons desiring to take part remain standing, and can only play in the event of the amount in the bank for the time being not being covered by the seated players.

Three packs of cards of the same pattern are used. The croupier, having shuffled the cards, hands them for the same purpose to the players to the right and left of him, the banker being entitled to shuffle them last, and to select the person by whom they shall be cut. Each punter then makes his stake. The five punters on the right (and any bystanders staking with them) win or lose by the cards dealt to that side; the five others by the cards dealt to the left side.

DEALING AND DRAWING.

The object of the game is to hold such cards as shall together amount to the point of *nine*. The cards from Ace to Nine count each according to the number of its pips. Court cards are equivalent to Tens, and ten at this game is *Baccarat*, a synonym for zero, nothing.

We will suppose a banker having bid five hundred dollars sitting down to play. He deals a card to the first punter on his right then

to the first on his left, then to himself, and then repeats the performance. A pause now ensues, during which the right and left hands and the banker examine their cards.

Any combination which makes *nine*, the highest point at Baccarat, or *eight*, the next highest, in either of the three hands, must be immediately announced and displayed.

No point obtained by drawing can equal or beat Eight or Nine obtained in two cards. Ties are off.

Only one card can be drawn in addition to the original two.

POINTS IN PLAY.

The points are the same as at Vingt-un, with the exception that the Ace never counts as anything but one, and that Ten-spots and court cards count as ciphers and not as Tens. Thus a player holding a Three or a Ten (or court card) is considered to have three only; a player holding two Tens and a Five counts five only. And not only is a Tenth card Baccarat (0), but ten occurring as part of a total score, *however made*, is disregarded; so that a Five and a Six count, not as eleven, but as one only; Three, Seven, and Five, not as fifteen, but as five; and so on.

Suppose the banker has dealt to the hand at the right a Seven and a Deuce, and to the hand at the left a Five and a Four; each hand announces nine, and displays the cards. The banker having less, he loses, and proceeds to pay, while the cards are taken up by the assistant, and thrown into the waste-basket.

We will suppose the dealer deals to the right-hand punter the following cards:



And to the left-hand punter the following:



And to himself:



The dealer wins from all the right-hand punters, and it is a stand off between the dealer and the left-hand punters.

Again, suppose the dealer deals to the right-hand punters :



And to the left-hand punters :



And to himself :



The dealer pays the right-hand punters, because no point obtained by drawing can beat an Eight or Nine obtained in two cards—the King being merely a cipher.

The left-hand punter has Four, and the dealer Three. They draw to determine who wins. Suppose the punter draws Two, and the dealer Four ; the latter, being nearer to Nine, wins from the punters.

Thus goes the game, the cards being thrown into the waste-basket after every hand, and when the three packs are exhausted, and have passed from before the banker into the cavity in the center of the table, they are drawn out by the assistant, shuffled, and laid against a wooden block in readiness while another bank is being bid for.

Each punter continues to hold the cards for his side so long as he wins. If he lose, the next hand is dealt to the player next following him in rotation.

The French laws of Baccarat are very cleverly devised to neutralize what little advantage may remain on the side of the banker, and on the whole, Baccarat is as thoroughly fair and even a game as any ever invented. The French laws are as follows :

THE LAWS OF BACCARAT BANQUE.

ENGAGEMENT OF THE GAME.

1. The game of Baccarat is played with three packs of cards shuffled together.

2. Before beginning the game the places are drawn for. To participate in the drawing, a person must be present.

3. The places are drawn for by means of numbered balls, thrown together in a wicker bottle.

4. The names of the players are inscribed on a list, according to the positions they have respectively drawn. Any player coming into the room after the drawing has his name placed at the bottom of the list.

5. The players take seats at the table according to the number they have drawn. The smallest number occupies the first place at the right of the banker, and the other players in succession, according to their number.

6. Eleven persons only may sit at the table, namely, a banker, and ten punters, five on each side. Only the ten punters may hold the cards. All the other players may punt under the reservations of Law 60. They may also bid for the bank when it is at auction, or take the bank when it comes to them by order of inscription.

OF THE BANK AND THE BANKER.

7. A *minimum* sum shall be fixed, below which a bank shall not be opened. At the close of each deal the bank shall be put up for auction, and allotted to the highest bidder. If there be no bidder, the bank shall be offered to the player whose name stands first on the rota, and so on in succession. If, at the commencement of a deal, the right to go bank is claimed, the banker is bound to accept the challenge or retire.

8. The banker is not permitted to receive advice. He may insist upon having no one behind him, or on either side.

9. The bank only lasts until the three packs of cards have been dealt out. The banker shall pay to the club \$5 for a bank below \$250, or \$10 for a bank above that amount.

10. When the bank is broken, the banker has the right to reconstitute it twice for the same amount as the original figure. If he wishes to reconstitute it any more than twice, he again becomes subject to the proportional dues, as set forth in Law 9.

11. The banker is always obliged to accept bets to the amount of the sum he has before him, or he must otherwise give up the bank.

12. When the sum total of the bets exceeds the amount in bank, or when the bank is broken, the banker may declare "the bets are held". After this declaration all bets on the following hands must be held accepted also, or otherwise the banker must withdraw.

13. The banker who has declared to hold the bets must accept them all; but he has the right not to accept any bets made after his declaration to hold the bets.

14. In the case mentioned in Law 12, any player has the right to request the banker to cover the bets he has declared to hold.

15. When the banker withdraws from a bank which has not decreased from its original amount, he is obliged to ask if any one of the players wishes to play it out. If, before fulfilling this obligation, he mixes the deck, throws it into the waste-basket, or otherwise renders it impossible for any other player to continue the hand, he must pay a fine of \$5, if the bank is less than \$250; if more, he pays \$10.

16. If several players are rivals for the continuation of a bank, it is awarded to the player whose name stands higher on the list than those of the others.

17. The player taking the place of a banker forms a bank of the same value as that taken away by his predecessor, and continues the game with the deck just as it has been left. During the remainder of the bank the original banker may take the place at the table previously occupied by his successor.

18. The banker, or the successor of a banker, is obliged to accept all bets made on the first hand to the amount of the sum in bank. After this first hand he may at any time give up the bank.

19. After one card has been dealt, the banker has the right to refuse holding any other bet than those already made, and may also object to any withdrawal from the bets already made.

20. The banker must hold the cards so that they are never out of the sight of the punters.

21. Any cards found faced by the banker while dealing must be thrown into the waste-basket.

22. Any card drawn off the deck by the banker must be taken. If it is not required on either side, the banker himself must take it, whatever may be his point.

23. If the banker deals the cards out of their regular order, and if the mistake becomes apparent before the value of the cards has been ascertained, the deal is rectified, if rectification is possible and clearly evident. However, any punter has the right to withdraw or diminish his bet.

24. If the irregularity is only perceived after the value of the cards has been ascertained, each punter may accept the hand as it is, or call for another deal.

25. If the irregularity of the deal consists in more cards having been dealt to the punter than the proper number, each punter may call for another deal, or form the highest point possible with the cards dealt, rejecting all cards over the regular amount, after choosing the most advantageous.

26. If, after the deal, the banker has more cards than the proper number, each punter is free to withdraw or diminish his bet; then the cards of the banker are spread out, and the smallest point possible is formed for him, the superfluous cards being thrown into the waste-basket.

27. If a banker has only given a single card to the right or the left, having taken two himself, the punters may benefit according to Law 26; and if they accept the hand, the banker keeps his two cards, which will be considered to form the point of Baccarat; and after having given to the right or the left the regular number of cards, he will take a third card, which will form his point.

28. If the banker, having given the second card to the hand at the right, remains without having given any to himself, and it is impossible to remedy the omission without danger of error, the punters are free to withdraw or diminish their bets; and if they accept the hand, a second card will be given to the hand at the left, and the banker will only take one card, considered to form the point of Baccarat, after which the hand will be played according to the ordinary rules.

29. If a card is requested by the hand at the right, and the banker turns more than one card, the punters choose the one which is most advantageous, and throw the rest in the waste-basket. If the same error takes place for the hand at the left, the punters of that side choose among the cards the most advantageous one, and the banker is obliged to take, among the remaining cards, the one which will make him the smallest point. In each case the punters are free to withdraw or diminish their bets.

30. If the banker, in taking a card, draws two from the deck, and places them on the table, the punters may withdraw their stakes, or play the hand by choosing the least advantageous card for the banker, and throwing the other in the waste-basket.

31. If the hand is not accepted in one of the cases foreseen by Laws 23, 24, 25, 26, 27, 28, 29, and 30, it is played as if accepted, though of course no bets are held, and the bank continues. The blank hand takes no third card if its original point is five or more. The next hand on either side is dealt to the same punter, or the next in succession, according as such punter may have won or lost.

32. If, in dealing the cards, one is turned over by the banker, he must also turn over the corresponding card which he has dealt to his own hand.

33. The banker must announce his point in an audible tone, and spread out separately the cards which form it. If the banker throws away his cards before having fulfilled this obligation, he is considered to have Baccarat.

34. If the banker, in using the cards, either during the deal or the draw, drops one, it is picked up by an assistant, and retains its value. The same rule obtains for the punter. If two cards are dropped, they are considered to form the point of Baccarat for the punter or for the banker; and if the latter drops more than two, he of course loses the hand.

35. If the banker has announced a point higher than the one he has in reality, this erroneous declaration has no consequences, as the cards forming the point must in all cases be examined before the bets are paid.

36. The announcement of his point by the banker, whatever it may be, precludes him irrevocably from drawing a card.

37. If in dealing the cards the banker accidentally turns the two cards of either hand, he must show his own two cards to the players of that side: after which the players have the right to accept or decline the hand. If the punters should decide to play the hand by drawing a card, the banker must deal the card without turning it as usual; if he turns it, he loses the hand.

38. If the banker offers cards, having Eight or Nine in two cards, he must play the hand as though he had formed his point by drawing, and pays Eight or Nine announced by the punters.

39. The last hand of a deck only counts when ten cards at least remain, the bottom card included; unless the players agree to accept the hand with only nine cards remaining.

40. The partners of the banker, if he has any, cannot play in the game. They may, however, sit by the side of the banker, but must by no advice, remark, or sign influence his play. Any partner not conforming to this rule may be requested by the players to leave the room.

41. However, the banker, having one or more partners, may consult them in the case of a hand exceeding the amount in bank. The partners may, of course, accept or refuse. A partner may also inform the banker that he wishes him to abandon the bank, but the banker is free to continue.

OF THE PUNTERS.

42. At the beginning of a bank, the cards on each side are held by the player immediately next the banker. In the case foreseen by Law 17, they are held by those who held them when the change of banker occurred, unless they had lost the hand.

43. Any player who, during a bank, should pass the hand, must not take it again during the remainder of the bank in question.

44. Any player sitting at the table has the right to take the hand in his turn, even though he had arrived after the beginning of the bank.

45. If the banker, or the punters, have eight or nine formed by the first two cards, they must announce the point. If the banker has less than eight or nine, he must offer a card to each hand. The punters may accept or refuse, but, in either case, they must stand by their first declaration.

46. Any punter holding the cards must keep them always in sight of the banker and the other punters. If this rule be transgressed, the punter in fault always loses his bet, whatever may be his point, and the bets of the other punters are off, unless the banker has won the hand.

47. Whether losing or winning, the punters holding the hand must announce their point, and spread their cards separately on the table, so that they may be seen by the banker and the other players. The cards must not be thrown into the waste-basket by any one else than the assistant, after the hand. Any punter holding the cards, and throwing them up without having fulfilled this obligation, is considered to have Baccarat.

48. The holder of cards having refused a card upon the offer of the banker, cannot announce eight or nine; and the banker wins it by drawing, if he forms a superior point.

[The player holding eight or nine is bound to announce his point, and turn up the cards at the *earliest possible moment*. The acceptance or refusal of a card is equally tantamount to an admission that he does *not* hold eight or nine, and he therefore forfeits the advantage of doing so. If, for example, his point were eight, and that of the banker anything less, he would, in the ordinary course, be a winner. But if by inadvertence he does not instantly announce his point, but says "No" to the offer of a card, his point henceforth ranks as if it were by drawing; and the banker, drawing a third card and making nine, would be entitled to the stakes.]

49. Players adopt the rule of accepting or refusing the offer of a card by the words Yes and No. No player can refuse to cut the pack at the request of a banker, if he occupies a seat at the table.

50. Any punter has the right to shuffle the cards before the beginning of a bank, but the banker may shuffle them again.

OF THE BETS AND THEIR PAYMENT.

51. The bets may only be made in bank-bills or gold pieces, or in counters of the club, of which the value has previously been deposited with the cashier.

52. The smallest bet allowed is one dollar, and it cannot be halved.

53. Any bet must be spread out on the table, so that its value is visible. No sum can be placed on the table for less than its real value.

54. Any punter has a right to divide his bet between the right and left hands, by placing it in the middle of the table.

55. When the players believe that the bank is not of sufficient value to cover the bets made, they may ask to have the bank counted. The assistant is charged, at request, to establish clearly the situation of the bank, and divide it into two equal shares.

56. If the money of the bank is not sufficient for the payment of all the bets, it is divided into two equal parts, which are paid to the right and left, if the bank loses; and covered by the right and left, if the bank wins.

57. If, on one of the two sides, less money than the half of the bank has been bet, the surplus is paid to or by the other side.

58. On each side the payment begins by the player who has held the cards.

59. When a banker has won, no punter is allowed to touch the sum he has staked, even in case of doubt as to the amount of the bank.

60. It is forbidden to play on credit, and the banker cannot play a hand without having upon his person the amount necessary to pay it. Likewise a punter cannot bet on a hand without immediately staking the amount.

61. If the banker, after having distributed two cards to each side, in any way disturbs the cards of the deck, he is considered to have Baccarat.

62. Any punter announcing eight or nine by mistake loses the right to draw, unless his point is Baccarat.

63. If there is a competition for the continuing of the bank, it belongs first to the sitting players in rotation, then to those standing, according to their order on the list.

64. False drawings are strictly forbidden. Any player infringing this rule shall be answerable to all the others playing on the same side for any loss thereby occasioned.

[In some circles a fine to the table is substituted. False drawings consist in the taking or not taking a third card when, according to the established practice of the game, the subsisting point of the player calls for the opposite proceeding.]

65. To draw or refrain from drawing at the point of five is at the absolute discretion of the player who holds the cards. Any observation on the subject is forbidden, and any one who by any such observation disturbs the game, shall pay a fine of five dollars to the club.

[Five is the only point at which drawing is considered to be an open question. It is a matter of course for a punter to draw with Baccarat, one, two, three, or four, and to refuse with six or seven.]

66. Any punter is entitled to go bank upon the first hand of a deal, either on a single hand or *à cheval* (*i. e.*, on two hands separately, one half of the stake being played upon each hand). In the latter case, he must not look at the second hand until he has decided whether to draw or not on the first. The player to the banker's right has the first claim, then the player on his left, and so on in regular succession. If the bank wins, or the point is equal, the same player may again go bank a second and third time, but no further.

67. Any player can demand new cards at any period of the game.

68. Any player may at any time require the cards to be examined and counted. No person may tear any card or cards during the progress of a game, under penalty of a fine of five dollars to the club.

SUGGESTIONS FOR PLAY.

As the stakes are made before any card is dealt, the sole science of the game at Baccarat consists in knowing in what cases a third card should be drawn. As the punter holding the cards plays not only on his own behalf, but on behalf of all those staking on the same side, it is incumbent on him to be acquainted with the accepted practice in this particular.

The majority of cases are regarded as admitting of no doubt. The punter must *always* draw if his points be Baccarat (ten, or a multiple of ten, = 0) *one, two, three, or four*. He must *not* draw a card if his point be *six or seven*. These rules are so well established that any infringement of them is known as a "false draw", and is visited with a serious penalty. (*See* Law 64.) The only point

which remains an open question is that of *five*, and on this subject there is a wide difference of opinion, some making a practice with that point of drawing, others of refusing, a card. A French writer, who has made a special study of the game and is regarded as a leading authority, holds that, from a mathematical point of view, it is absolutely indifferent whether the punter draws or not at five. What is far more important is that the banker shall have no clue to his practice. Many players freely state, "I always draw," or "I never draw, at five". With such persons an acute banker plays at a great advantage, as the chief uncertainty of the game is thereby eliminated. In the first instance, the banker knows that the player, *not* drawing, has either six or seven. In the second case, the player, *drawing*, has some less point than five. The practice recommended by the writer in question is to "stand" at five when the stakes are large; to take a card when they are small.

We have now to consider the same question from the banker's point of view. Here the case is less simple. With Baccarat, one, or two, he takes a card as a matter of course. With seven, it is equally a matter of course that he should *not* take a card. With three, four, five, or six, he should be guided by circumstances, viz., whether the punters on either side draw or are content, and, in the former case what cards they may have drawn. His decision may be assisted, as already mentioned, by the knowledge that the punter is in the habit of drawing or *not* drawing at the point of five.

BACCARAT CHEMIN DE FER.

Six full packs of cards of the same pattern are used, shuffled together. The players seat themselves round the table. In the center is a basket for the reception of the used cards. If there is any question as to the relative positions of the players, it is decided by lot. The person who draws the first place seats himself next on the right hand of the croupier, and the rest follow in succession. The croupier shuffles the cards, and then passes them on, each player having the right to shuffle in turn. When they have made the circuit of the table, the croupier again shuffles, and having done so, offers the cards to the player on his left, who cuts. The croupier places the cards before him, and taking a manageable quantity from the top, hands it to the player on his right, who for the time being is dealer, or "banker". The other players are punters. The dealer places before him the amount he is disposed to risk, and the players "make

their stakes". Any punter, beginning with the player on the immediate right of the dealer, is entitled to "go bank", viz., to play against the whole of the banker's stake. If no one says "Banco" (which is the formula by which the desire to go bank is expressed), each player places his stake before him. If the total so staked by the seated players is not equal to the amount for the time being in the bank, other persons standing round may stake in addition. If it is more than equal to the amount in the bank, the punters nearest in order to the banker have the preference up to such amount, the banker having the right to decline any stakes in excess of that limit.

The stakes being made, the banker proceeds to deal four cards, face downwards, the first, for the punters, to the right, the second to himself, the third for the punters, the fourth to himself. The player who has the highest stake represents the punters. If two punters are equal in this respect, the player first in rotation has the preference. Each then looks at his cards. If he finds that they make either *nine*, the highest point at Baccarat, or *eight*, the next highest, he turns them up, announcing the number aloud, and the hand is at an end.

If the banker's point is the better, the stakes of the punters become the property of the bank. If the punters' point is the better, the banker (or the croupier for him) pays each punter the amount of his stake. The stakes are made afresh, and the game proceeds. If the banker has been the winner, he deals again. If otherwise, the cards are passed to the player next in order, who thereupon becomes banker in his turn.

We will now take the case that neither party turns up his cards; this is tantamount to an admission that neither has eight or nine. In such case the banker is bound to offer a third card. If the point of the punter is Baccarat (*i. e.*, cards together amounting to ten or twenty, = 0), one, two, three, or four, he accepts as a matter of course, replying, "Yes," or "Card". A third card is then given to him, face upwards. If his point is already six or seven, he will, equally as a matter of course, *refuse* the offered card. To accept a card with six or seven, or refuse with Baccarat, one, two, three, or four (known in either case as a "false draw"), is a breach of the established procedure of the game, and brings down upon the head of the offender the wrath of his fellow-punters; indeed, in some circles he is made liable for any loss they may incur thereby, and in others is punishable by a fine. At the point of five, and no other, is it optional to the punter whether to take a card or not; and none

of the other players have the right to advise him, or to remark upon his decision.

The banker has now to decide whether he himself will draw a card, being guided in his decision partly by the cards he already holds, partly by the card (if any) drawn by the punter, and partly by what he may know or guess of the latter's mode of play. If he has hesitated over his decision, the banker may be pretty certain (unless such hesitation was an intentional blind) that his original point was five, and as the third card (if any) is exposed, his present point becomes equally a matter of certainty. The banker, having drawn or not drawn, as he may elect, exposes his cards, and receives or pays as the case may be. Ties neither win nor lose, but the stakes abide the result of the next hand.

The banker is not permitted to withdraw any part of his winnings, which go to increase the amount in the bank. Should he at any given moment desire to retire, he says, "I pass the deal." In such case each of the other players, in rotation, has the option of taking it, but he must start the bank with the same amount at which it stood when the last banker retired. Should no one present care to risk so high a figure, the deal passes to the player next on the right hand of the retiring banker, who is in such case at liberty to start the bank with such amount as he thinks fit, the late banker now being regarded as last in order of rotation, though the respective priorities are not otherwise affected.

A player who has "gone bank", and lost, is entitled to do so again on the next hand, notwithstanding that the deal may have "passed" to another player.

When the first supply of cards is exhausted, the croupier takes a fresh handful from the heap before him, has them cut by the player on his left, and hands them to the banker. To constitute a valid cut there must be at the outset at least seven cards left in the dealer's hand; should there be less than this number they are thrown in the waste-basket, and the banker takes a fresh supply, as above mentioned.

ROULETTE

Is played at an oblong table, usually fifteen to twenty feet long, covered with green cloth, and painted with lines, words, and figures, as shown in the diagram (Fig. 1). In the center is a convex disk

revolving freely on a vertical axis within a brass or copper bowl fifteen to twenty inches in diameter, sunk below the surface of the table. The outer circumference of this disk is divided by little upright partitions, radiating from the center, into thirty-eight compartments, colored red and black alternately, and it is surmounted by a cross-handle, whereby it may be made to revolve at pleasure. Surrounding the apparatus is a raised border or frame of mahogany, and round the inner circumference is a narrow ledge or path for the ball, inclining very slightly towards the center. Thirty-six of the divisions before mentioned are numbered (in irregular order) from 1 up to 36; the remaining two bear, the one a zero (0), the other a double zero (00), as shown in Fig. 2. On minute examination of Fig. 1, it will be seen that extending longitudinally from the Roulette apparatus to right and left along the table are three columns of figures, ranging from 1 to 36, each in a little square, or inclosed space of its own. This number corresponds with the numbers on the disk. On either side of the Roulette apparatus, and between this and the "num-

The diagram illustrates the layout of a roulette table. At the center is a circular roulette wheel with a cross-handle. Surrounding the wheel are betting areas. On the left side, there are three columns of numbers: 36, 35, 34; 33, 32, 31; 30, 29, 28; 27, 26, 25; 24, 23, 22; 21, 20, 19; 18, 17, 16; 15, 14, 13; 12, 11, 10; 9, 8, 7; 6, 5, 4; 3, 2, 1. These are grouped under the labels ROUGE (with a diamond icon), IMPAIR, and MANQUE. On the right side, there are three columns of numbers: 36, 35, 34; 33, 32, 31; 30, 29, 28; 27, 26, 25; 24, 23, 22; 21, 20, 19; 18, 17, 16; 15, 14, 13; 12, 11, 10; 9, 8, 7; 6, 5, 4; 3, 2, 1. These are grouped under the labels NOIR (with a diamond icon), PAIR, and PASSE. In the center, between the two columns of numbers, are the numbers 0 and 00. At the bottom, there are three columns of numbers: 1, 2, 3; 4, 5, 6; 7, 8, 9; 10, 11, 12; 13, 14, 15; 16, 17, 18; 19, 20, 21; 22, 23, 24; 25, 26, 27; 28, 29, 30; 31, 32, 33; 34, 35, 36. These are grouped under the labels PASSE, IMPAIR, and ROUGE (with a diamond icon). The entire table is enclosed in a rectangular border with rounded corners.

12 P	12 M	12 D				12 D	12 M	12 P
ROUGE ◆			36	35	34	◆ NOIR		
			33	32	31			
			30	29	28			
			27	26	25			
IMPAIR			24	23	22	PAIR		
			21	20	19			
			18	17	16			
			15	14	13			
MANQUE			12	11	10	PASSE		
			9	8	7			
			6	5	4			
			3	2	1			
			0	00				
			00	0				
PASSE			1	2	3	MANQUE		
			4	5	6			
			7	8	9			
			10	11	12			
PAIR			13	14	15	IMPAIR		
			16	17	18			
			19	20	21			
			22	23	24			
NOIR ◆			25	26	27	ROUGE ◆		
			28	29	30			
			31	32	33			
			34	35	36			
12 P	12 M	12 D				12 D	12 M	12 P

FIG. 1.—ROULETTE TABLE.

ber" columns, are larger spaces marked with the zero and double zero respectively.

The game is presided over by four croupiers, who seat themselves near the center of the table on either side. The punters occupy the remaining seats. One of the croupiers gives the disk a spin by twisting the cross-handle at top, and at the same time throws just within the mahogany circle, in the opposite direction, an ivory ball, of such a size as to go easily within either of the compartments of the disk. The ball in the first instance runs round and round the

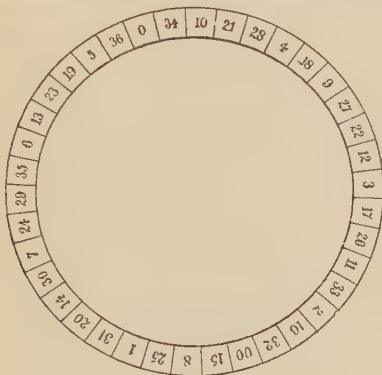


Fig. 2

margin on the edge of the basin. Disk and ball continue their respective movements until their impetus slackens, and finally the ball drops into the basin and settles down in one or other of the compartments. Any player who has staked on the number of such compartment receives thirty-five times his stake. All stakes on any other number become the property of the bank, and are at once gathered in by the rakes of the croupiers.

This, however, is a comparatively exceptional method of staking. The reward of success is large, but so also are the adverse chances. The majority of players prefer a smaller gain, and a greater prospect of obtaining it. These are accommodated by means of the other spaces indicated on the table. It will be seen that at each end of the table are three spaces, marked 12 P, 12 M, and 12 D respectively. These signify *Les douze premiers*, or the twelve first numbers; *Les douze du milieu*, or the twelve middle numbers; and *Les douze der-*

niers, or the twelve last numbers. The "twelve first" mean, of course, the numbers from 1 to 12 inclusive; the "twelve middle", those from 13 to 24; and the "twelve last", from 25 to 36. A player placing his money on either of these spaces is entitled, if the ball falls into one of the corresponding numbers, to receive *three* times the amount of his stake.

It will be seen, on further examination of the diagram, that there is at the outer end of each column of figures a space bearing no number. A player, placing his stake in either of these, bets on the corresponding column, *i. e.*, that the ball will fall into one or other of the numbers in the column thereby headed (*e. g.*, if he places it in the central space, that the ball will fall into either 2, 5, 8, 11, 14, 17, 20, 23, 26, 29, 32, or 35). Should he be correct in his anticipation, he will in like manner win three times his stake.

But the player may prefer to back a smaller group of numbers. If he places his stake *en cheval*, *i. e.*, on the dividing line between two numbers, say between 4 and 5, he is considered to back those two numbers. If at the intersection of two lines—as, for instance, between 22, 23, 25, and 26—he backs those four numbers. This is known as *carré en pleine*. If he places it midway on the outer line of a horizontal row, he is considered to back the *carré simple*, *i. e.*, the three numbers, in that row. If at the point where such outer line is met by a horizontal line, he backs the two rows of figures above and below such horizontal line. Should he thus have backed two numbers, and one of them *win*, he will receive eighteen times his stake; should he have backed three numbers, twelve times; should he have backed four numbers, nine times; should he have backed six numbers, six times; the proportion decreasing in ratio to the greater probability of the event.

There are, again, six other spaces (repeated at each end of the table), marked *Rouge*, *Noir*, *Impair*, *Pair*, *Manque*, and *Passe* respectively, and a player may stake on either of these events.

If he places his money on *Rouge*, this means that he wagers that the ball will drop into one of the *red* compartments. If on *Noir*, that it will drop into one of the *black* compartments.

If he places his money on *Impair*, he bets that the ball will drop into an *odd* number. If on *Pair*, that it will drop into an *even* number.

If he places his money on *Manque*, he is considered to wager that the ball will fall into one of the numbers from 1 to 18 inclusive. If on *Passe*, that it will fall into a number above 18.

On each of these six events the chances are considered to be even, and the player therefore, if he wins, receives only the same amount as he staked. When the ball begins to slacken in its speed, and seems about to fall into the basin, the croupier announces *Rien ne va plus*, meaning, "No other stake accepted." When the apparatus come to rest he announces the result, according to the number and color into which the ball has fallen. Thus, suppose that the number be 13, and the color red. This is announced as follows: "*Treize, Rouge, Impair, Manque*," and all who have staked on those events receive their money in the proportions we have stated. All others lose. Suppose, again, that the number is 26, and the color black. This would be announced, "*Vingt-six, Noir, Pair, Passe*," and the backers of those events would be paid accordingly.

There is a heavy percentage in favor of the bank. This arises from the zero and double zero, and the rules in relation thereto. The former is colored red (*rouge*), and counts as *Impair* and *Manque*. The double zero is black (*noir*), and counts as *Pair* and *Passe*. If the ball chance to fall into zero, all who have staked on *Noir, Pair*, or *Passe* lose their money; but those who have backed the opposite events, *Rouge, Impair*, or *Manque*, do not receive anything, but their stakes are placed "in prison", as it is called, *i. e.*, they remain to abide the event of the next turn. The player is not, however, compelled to back the same event, but may transfer his stake to any other chance of the same degree of probability. Should the ball fall into double zero, the same thing happens, but in the contrary direction. *Rouge, Impair*, and *Manque* lose, but the stakes on *Noir, Pair*, and *Passe* stand over to the next turn. As, in the long run, the ball is bound to fall into one or the other of the zeros twice in thirty-eight times, this gives the bank a profit of $\frac{1}{38}$ (a little over two and a half per cent.) on all money staked on either of the events mentioned.

But the two zeros also give the bank an advantage in a different manner. It will be remembered that, in the event of a player backing the winning number, the bank pays him thirty-five times the amount of his stake. A very little consideration will show that, as there are thirty-eight compartments into which the ball may fall, the chances against its falling into any given compartment are in reality thirty-seven to one. The bank has the advantage of the two remaining chances, which in effect give them, in the long run, $\frac{2}{37}$, or over five per cent. of all money staked on given numbers or groups of numbers.

The leading chances at Roulette (with two zeros) are estimated as follows :—

Against a given number turning up	37 to 1
“ one of two given numbers	18 to 1
“ one of three	“	.	.	.	not quite 12 to 1
“ one of four	“	.	.	.	17 to 2
“ one of six	“	.	.	.	16 to 3
“ one of twelve	“	.	.	.	13 to 6
“ one of eighteen	“	.	.	.	10 to 9
“ <i>Pair or Impair, Passe or Manque, Rouge or Noir</i>					10 to 9

QUINZE.

Quinze is played by two persons, with a pack of fifty-two cards. The players cut for deal, and the lowest card deals. Ace is low. The game is similar to Vingt-un. The aim of the player is to make fifteen instead of twenty-one.

In play, Ace counts as one, and court cards as tens: other cards according to the number of their pips.

The stake having been agreed upon, the dealer deals one card to his adversary and one to himself. The former has the option either to stand on the one card he has received, or to draw one or more additional cards in the hope of making fifteen or near that number. The dealer then examines his card, and either stands or draws in like manner.

The cards are then exposed, and the player who has made fifteen (or the nearest smaller number) wins. Should either overdraw, he pays. Should *both* overdraw, the stakes are doubled for the next event.

CHESS.*

Chess is played by two opponents on a board of sixty-four squares. The squares are colored alternately white and black. The men are thirty-two in number, one player having sixteen white and his adversary sixteen black men. Of these sixteen men eight are pieces and eight Pawns on each side.

King		
Queen		
Rook		
Bishop		
Knight		
Pawn		

The diagram on the following page shows the position of the forces at the commencement of the game.

The board must be placed so that each player must have a white square at his right-hand corner of the board.

The players draw by lot for move and choice of color; though in all public Chess tournaments it is the rule for the player who has the first move to play with the white men.

The pieces to the left of the white Queen are called the Queen's Bishop, Queen's Knight, and Queen's Rook; those to the right of the white King are the King's Bishop, King's Knight, and King's Rook. The pieces to the right of the black Queen and left of the black King are similarly named. The King's Knights and Rooks are often stamped with a peculiar mark, to distinguish them from the Queen's Knights and Rooks.

The Rooks are called Castles by drawing-room players or novices.

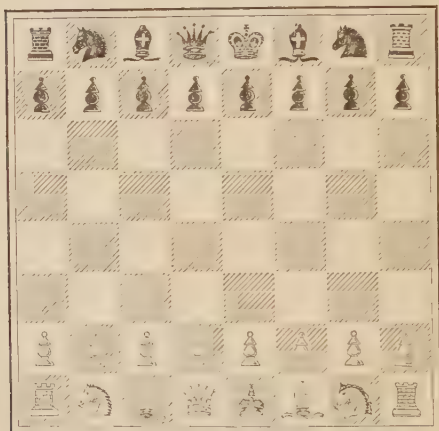
The white Queen must always occupy a white square, and the

* From Gossip's "Chess Players' Text-Book". Dick & Fitzgerald, New York.

black Queen a black square, *Servat Regina colorem*. The white King, on the contrary, must always occupy a black square and the

DIAGRAM NO. I.

BLACK.



Rook Knight Bishop Queen King Bishop Knight Rook

WHITE.

black King a white one, the Kings and Queens respectively facing each other. The Bishops on each side are posted nearest to the Kings and Queens; next come the Knights, while the Rooks occupy the corner squares.

THE PIECES AND THEIR MOVEMENTS.

THE KING.

The King moves only one square at a time in any direction—backwards, forwards, laterally, and diagonally. Once in the game, however, he has the privilege of moving two squares when castling. He cannot move onto a square next to the one occupied by the hostile King, for the Kings must always be separated from each other by an intervening square. Nor can the King move into check, *i. e.*, or to any square which is commanded by a hostile piece or Pawn. He

can, however, capture any *unprotected* piece or Pawn of the enemy on any square adjacent to his own in any direction. When the King is placed in such a position that he cannot avoid capture, he is "checkmated", and the game is lost.

THE QUEEN.

The Queen is the most powerful of all the pieces, and can be moved any number of squares in any direction—backwards, forwards, sideways, or diagonally—on an unobstructed range. When posted on any of the four center squares, she commands twenty-seven out of the sixty-four squares of the Chess-board.

THE ROOK.

The Rook is the next most powerful piece. He moves in a straight line, backwards, forwards, and laterally, but not diagonally.

THE BISHOP.

The Bishop moves diagonally, but only on squares of its own color, *e. g.*, the white King's Bishop can never move on to a black square, nor the black King's Bishop on to a white one. On an unobstructed range the Bishop may be moved from a corner square to the opposite corner.

THE KNIGHT.

The Knight moves one square diagonally and one square straight, and alone of the pieces has the privilege of jumping over another piece or Pawn, whether of his own or the opposing forces. (*See Diagram No. 2, on page 382.*)

Here the black Knight, standing on his King's Bishop's third square, commands eight squares, *viz.*, KKt sq., KR 2, KR 4, KKt 5, K 5, Q 4, Q 2, and K sq. Were any hostile white man posted on any of these squares he could capture it, removing it from its square and himself occupying the vacated square.

THE PAWN.

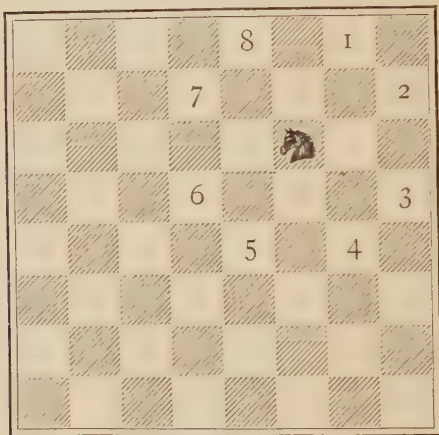
The Pawn moves forward one square at a time; but on his first move only he may be moved either one or two squares at the player's option. If, however, he be moved two squares, and a hostile Pawn commands the square over which he leaps, the hostile Pawn has the choice of taking him and intercepting him in his leap, as if

he had only moved forward one square. This is called taking *en passant*. The Pawn captures diagonally and in a forward movement only. On reaching the eighth square of any file on which he is ad-

DIAGRAM NO. 2.

ILLUSTRATING THE KNIGHT'S MOVE.

BLACK.



WHITE.

vancing, he may be exchanged for a Queen, or any other piece his player may choose; or he may be refused promotion by his player and remain a Pawn, as before. In such a case he is called a "dummy" Pawn.

CHESS NOTATION.

For the purpose of reading and recording games, various systems of naming the squares (notation) are in use in different countries. The following is the English notation, adopted by all English-speaking nations and Latin races. As will be seen from the appended diagram, each square is named after the piece which occupies it. For instance, the square upon which the King stands is called K sq., or K 1, and all the squares are numbered vertically on the whole "file" from 1 to 8, and so on upon each "file". Taking the

King and Queen as the center-pieces, all the pieces on the right side of the King are called the King's pieces, *i. e.*, King's Bishop = KB; King's Knight = KKt; King's Rook = KR: and the pieces on the left of the Queen are called Queen's pieces, *i. e.*, Queen's

BLACK.

Q.R.8.	Q.Kt.8.	Q.B.sq.	Q.sq.	K.sq.	K.B.sq.	K.Kt.s.	K.R.sq.
Q.R.7.	Q.Kt.7.	Q.B.7.	Q.7.	K.7.	K.B.7.	K.Kt.7.	K.R.7.
Q.R.6.	Q.Kt.6.	Q.B.6.	Q.6.	K.6.	K.B.6.	K.Kt.6.	K.R.6.
Q.R.5.	Q.Kt.5.	Q.B.5.	Q.5.	K.5.	K.B.5.	K.Kt.5.	K.R.5.
Q.R.4.	Q.Kt.4.	Q.B.4.	Q.4.	K.4.	K.B.4.	K.Kt.4.	K.R.4.
Q.R.3.	Q.Kt.3.	Q.B.3.	Q.3.	K.3.	K.B.3.	K.Kt.3.	K.R.3.
Q.R.2.	Q.Kt.2.	Q.B.2.	Q.2.	K.2.	K.B.2.	K.Kt.2.	K.R.2.
Q.R.sq.	Q.Kt.s.	Q.B.sq.	Q.sq.	K.sq.	K.B.sq.	K.Kt.s.	K.R.sq.

WHITE.

Bishop = QB; Queen's Knight = QKt; Queen's Rook = QR. The same rule applies to the black pieces: thus, White's King's square would be Black's King's eight = K 8; while Black's King's square would be White's King's eight = K 8; and so on with all the other squares.

The horizontal divisions are called "rows", and the vertical divisions are called "files". Other abbreviations used in notation are: sq. for square, ch. or (+) for check, × for takes, dis. ch. for discovered check, dble. ch. for double check, *en pass.* for *en passant*. P takes P, or P × P, means Pawn takes Pawn.

THE LAWS OF THE GAME.

The following laws, laid down by the Committee of the British Chess Association in 1862, have been enforced in all the chief International Tournaments ever since:

THE CHESS-BOARD.

1. The board must be so placed during play that each combatant has a white square in his right-hand corner. If, during the progress of a game, either player discovers that the board has been improperly placed, he may insist on its being adjusted.

THE CHESSMEN.

2. If, at any time in the course of a game, it is found that the men were not properly placed, or that one or more of them were omitted at the beginning, the game in question must be annulled.

If at any time it is discovered that a man has been dropped off the board, and moves have been made during its absence, such moves shall be retracted and the man restored.

If the players cannot agree as to the square on which it should be replaced, the game must be annulled.

THE RIGHT OF MOVE AND CHOICE OF COLOR.

3. The right of making the first move and (if either player require it) of choosing the color, which shall be retained throughout the sitting, must be decided by lot.

In any series of games between the same players, at one sitting, each shall have the first move alternately in all the games, whether won or drawn.

In an annulled game, the player who had the first move in that game shall move first in the next.

COMMENCING OUT OF TURN.

4. If a player make the first move in a game when it is not his turn to do so, the game must be annulled if the error has been noticed before both players have completed the fourth move.

After four moves on each side have been made, the game must be played out as it stands.

PLAYING TWO MOVES IN SUCCESSION.

5. If, in the course of a game, a player move a man when it is not his turn to play, he must retract the said move, and after his adversary has moved must play the man wrongly moved if it can be played legally.

TOUCH AND MOVE.

6. A player must never touch any of the men except when it is his turn to play, or except when he touches a man for the purpose

of adjusting it; in which latter case he must, before touching it, say, "I adjust," or words to that effect.

A player who touches with his hand (except accidentally) one of his own men when it is his turn to play, must move it, if it can be legally moved, unless, before touching it, he say, "I adjust," as above; and a player who touches one of his adversary's men, under the same conditions, must take it if he can legally do so.

If, in either case, the move cannot be legally made, the offender must move his King; but in the event of the King having no legal move, there shall be no penalty.

If a player hold a man in his hand, undecided upon which square to play it, his adversary may require him to replace it until he has decided on its destination; that man, however, must be moved.

If a player, when it is his turn to play, touch with his hand (except accidentally or in castling) more than one of his own men, he must play any one of them, legally movable, that his opponent selects.

If, under the same circumstances, he touch two or more of the adversary's men, he must capture whichever of them his antagonist chooses, provided it can be legally taken.

If it happen that none of the men so touched can be moved or captured, the offender must move his King; but if the King cannot be legally moved, there shall be no penalty.

FALSE MOVES AND ILLEGAL MOVES.

7. If a player make a false move—that is, either by playing a man of his own to a square to which it cannot be legally moved, or by capturing an adverse man by a move which cannot be legally made—he must, at the choice of his opponent, and according to the case, either move his own man legally, capture the man legally, or move any other man legally movable.

If, in the course of a game, an illegality be discovered (not involving a King being in check), and the move on which it was committed has been replied to, and not more than four moves on each side have been made subsequently, all these latter moves, including that on which the illegality was committed, must be retracted.

If more than four moves on each side have been made, the game must be played out as it stands.

CHECK.

8. A player must audibly say "check" when he makes a move which puts the hostile King in check.

The mere announcement of check shall have no signification if check be not actually given. If check be given, but not announced, and the adversary makes a move which obviates the check, the move must stand.

If check be given and announced, and the adversary neglects to obviate it, he shall not have the option of capturing the checking piece or of covering, but must "move his King" out of check; but if the King has no legal move, there shall be no penalty.

If, in the course of a game, it be discovered that a King has been left in "check" for one or more moves on either side, all the moves subsequent to that on which the check was given must be retracted. Should these not be remembered, the game must be annulled.

ENFORCING PENALTIES.

9. A player is not bound to enforce a penalty. A penalty can only be enforced by a player before he has touched a man in reply.

Should he touch a man in reply in consequence of a false or illegal move of his opponent, or a false cry of check, he shall not be compelled to move that man, and his right to enforce a penalty shall remain.

When a King is moved as a penalty, it cannot castle on that move.

CASTLING.

10. In castling, the player shall move King and Rook simultaneously, or shall touch the King first. If he touch the Rook first, he must not quit it before having touched the King; or his opponent may claim the move of the Rook as a complete move.

When the odds of either Rook or both Rooks are given, the player giving the odds shall be allowed to move his King as in castling, and as though the Rooks were on the board.

COUNTING FIFTY MOVES.

11. A player may call upon his opponent to draw the game, or to mate him within fifty moves on each side, whenever his opponent persists in repeating a particular check, or series of checks, or the same line of play, or whenever he has a King alone on the board or

King and Queen,	} against an equal or superior force,
King and Rook,	
King and Bishop,	
King and Knight,	

King and two Bishops,	} against King and Queen,
King and two Knights,	
King, Bishop, and Knight,	

and in all analogous cases ;

and whenever one player considers that his opponent can force the game, or that neither side can win it, he has the right of submitting the case to the umpire or bystanders, who shall decide whether it is one for the fifty-move counting. Should he not be mated within the fifty moves, he may claim that the game shall proceed.

[For example: A has a King and Queen against B's King and Rook. B claims to count fifty moves. At the forty-ninth move, A, by a blunder, loses his Queen. B can claim that the game proceed, and A in his turn may claim the fifty-move counting.]

PAWN TAKING IN PASSING.

12. Should a player be left with no other move than to take a Pawn in passing, he shall be bound to play that move.

QUEENING A PAWN.

13. When a Pawn has reached the eighth square, the player has the option of selecting a piece, except a King, whether such piece has been previously lost or not, whose name and powers it shall then assume, or of deciding that it shall remain a Pawn.

ABANDONING THE GAME.

14. If a player abandon the game, discontinue his moves, voluntarily resign, wilfully upset the board, or refuse to abide by these laws, or to submit to the decision of the umpire, he must be considered to have lost the game.

THE UMPIRE OR BYSTANDERS.

15. The umpire shall have authority to decide any question whatever that may arise in the course of a game, but must never interfere except when appealed to. He must always apply the laws as herein expressed, and neither assume the power of modifying them nor of deviating from them in particular cases, according to his own judgment. When a question is submitted to the umpire, or to bystanders, by both players, their decision shall be final and binding upon both players. The term bystander shall comprise any impartial player of eminence who can be appealed to, absent or present.

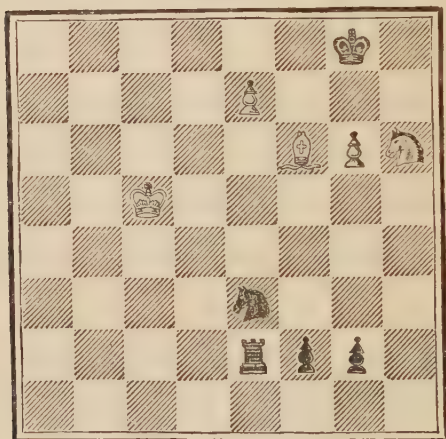
TECHNICAL TERMS.

QUEENING A PAWN.—A Pawn is *queened*, or a Pawn *queens* (either expression being correct in Chess phraseology) when it has reached the eighth square of the file on which it is advancing, or, in some cases, when it captures a hostile piece on the eighth row. It can then be exchanged for a Queen, Rook, or any other piece.

DIAGRAM NO. 3.

CHECKMATE.

BLACK.



WHITE.

Thus one may have two or more Queens, Rooks, Knights, or Bishops on the board at the same time; or a player may refuse promotion to his Pawn. It sometimes happens that a player can win a game by claiming a Knight or a Rook, whereas he would lose by claiming a Queen.

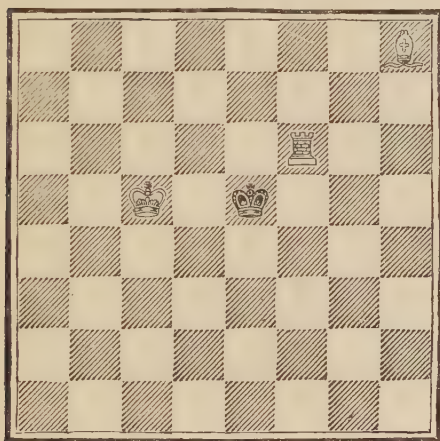
CHECK AND CHECKMATE.—The King is said to be *in check* when he is attacked by a hostile piece or Pawn, of which warning must be given by the adversary calling *check*. (See Diagram No. 3.) One of three things must then be done: the King must move out of check; or he must take the piece or Pawn that checks him; or, finally, a piece or Pawn must be interposed between the King and the attack-

ing hostile man. If none of these things can be done, the King is "checkmated" and the game is lost.

The foregoing Diagram No. 3 illustrates checkmate, Black being checkmated by the white Knight at KR 6.

When check is given by a Knight, the first of the above three courses must be adopted, *i. e.*, the King must move. Several other kinds of check are given in the game. Simple check is when the

DIAGRAM No. 4.
DISCOVERED CHECK.
BLACK.



WHITE.

King is attacked by a single piece or Pawn. Double check occurs when the King is attacked by two pieces at the same time in consequence of a discovered check.

DISCOVERED CHECK is when, by removing a Pawn or piece, check is unmasked from another piece.

The Diagram No. 4 illustrates a discovered check. White, having to play, can give discovered check from the Bishop by moving his Rook on fourteen different squares.

PERPETUAL CHECK occurs when the position is such that the attacked King cannot escape from one check without rendering himself constantly liable to another. (*See* Diagram No. 5.)

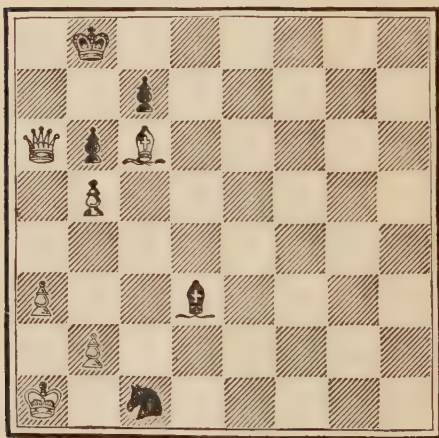
Perpetual check constitutes not a winning, but a drawn game, and may be resorted to, when possible, to save a losing player from defeat.

The following diagram will serve to illustrate a perpetual check:

DIAGRAM NO. 5.

PERPETUAL CHECK.

BLACK.



WHITE.

In the above position Black draws the game by establishing a perpetual check, thus: Black is threatened with checkmate by Q to R 8, or Q to Kt 7. But, it being Black's move, he would play Kt to Kt 6: ch.; White *must* play K to R 2; Black again returns to his old position, and as there is nothing to prevent his repeating these two moves *ad infinitum*, the game is drawn.

STALEMATE occurs when the King, though not in check, *cannot move without going into check*, and when no other piece or Pawn can be moved. The game is then drawn.

Stalemate necessarily occurs only at the end of a game, when the King on one side stands alone, or without any available pieces to move.

In the Diagram No. 6, Black, having to move, is stalemated, his

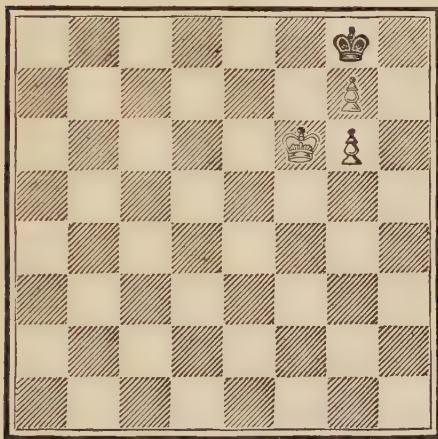
King being unable to move on any square out of check from the Pawns, and being unable to capture the Pawn next him.

SMOTHERED MATE, or Philidor's Legacy, occurs when the King is so hemmed in that he cannot move out of check of a hostile

DIAGRAM NO. 6.

STALEMATE.

BLACK.



WHITE.

Knight. It occasionally happens that this mate can be effected by heroically sacrificing the Queen.

In the position shown in Diagram No. 7, page 392, although Black has a tremendous numerical superiority, White, with the move, forces the game in two moves, as follows :

1 Q—QKt 8 ch.

1 R × Q (forced)

2 Kt—QB 7 checkmate.

This is what is called a smothered mate.

CASTLING.—Once in the game, but once only, the King has the privilege of moving two squares in conjunction with either of the Rooks. The operation of castling is performed as follows : If the space between the King and Rook be unoccupied, the King moves

two squares to the right or left, and the Rook is placed on the square next that originally occupied by the King.

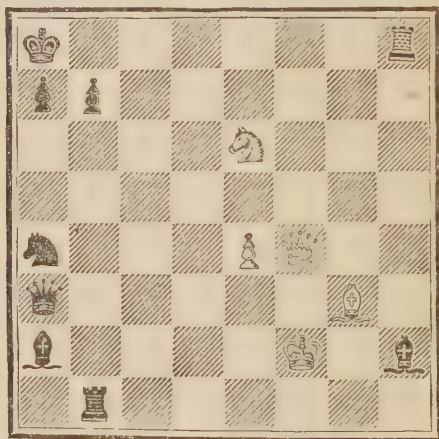
Castling can only be performed when neither King nor Rook have been previously moved.

Again, the King must not be in check, nor can he alight upon or pass over a square threatened by a hostile piece or Pawn.

DIAGRAM NO. 7.

SMOTHERED MATE, OR PHILIDOR'S LEGACY.

BLACK.



WHITE.

EN PRISE.—Two French words, signifying “exposed to capture”. When a piece or Pawn is attacked by a hostile man, it is said to be *en prise*—*i. e.*, in danger of being captured.

J'ADOUBE.—Two more French words, meaning “I adjust or replace”, to be used when a player touches a piece or Pawn to adjust it in the center of the square it occupies, without intending to move it.

FORCED MOVE.—When a player can only make one move on the board, it is called a forced move.

MINOR PIECES.—The Knights and Bishops are so termed to distinguish them from the Queens and Rooks.

THE EXCHANGE.—Winning or losing a Rook for a minor piece is called winning or losing the exchange.

RANK AND FILE.—At the commencement of a game the men are in two ranks. The horizontal rows of squares are called *ranks* and the vertical squares *files*.

GAMBIT.—This term is derived from an Italian word meaning to trip up in wrestling, and is used in Chess in those openings in which the first player purposely sacrifices a Pawn for the attack. The Pawn sacrificed is called the *gambit* Pawn.

DOUBLED PAWN.—When two Pawns are on the same file they are called doubled Pawns.

ISOLATED PAWN.—A Pawn standing alone without the support of other Pawns is called an *isolated* Pawn.

PASSED PAWN.—A Pawn is styled “passed” when the enemy has no Pawns either in front or on the adjacent files right or left to obstruct its march to “queen”.

DRAWN GAME.—When neither player can checkmate his opponent, the result is a drawn game.

Drawn games are brought about (1) by stalemate; (2) by perpetual check; (3) when both players persist in repeating the same moves; (4) when there is not sufficient force to give checkmate, as a King and two Knights only, or a King and Bishop; (5) when the forces on each side are equal, or nearly so, as Queen *versus* Queen, Rook *versus* Rook, etc.; (6) when a player, having sufficient force, as, for instance, a Knight and Bishop, is unable to effect checkmate in fifty moves.

TO TAKE “EN PASSANT”.—The Pawn has the privilege, on his *first* move, of advancing two squares. If, in thus advancing, he passes a square occupied by one of the enemy’s Pawns which has advanced to a *fifth* square, he is liable to be taken by the said Pawn, which may intercept him in his passage or leap, as if he had only moved one square.

But, if taken *en passant*, he must be taken at once on the move. He cannot be thus captured at any subsequent stage of the game. Only Pawns—not pieces—can be taken *en passant*.

FALSE MOVE.—Any illegal move, such as moving a Knight like a Bishop, or castling when the King is in check or has been already moved, is called a false move.

RELATIVE VALUE OF THE PIECES.

In the middle of the game the Queen is usually better than two Rooks; but in end games two Rooks are stronger than the Queen.

Sometimes the Queen may be advantageously exchanged for three minor pieces, but as a rule three minor pieces are preferable to the Queen.

A Rook and two Pawns are usually better than two minor pieces; but a Bishop and Knight are better than a Rook and Pawn and far superior to a single Rook.

Two Bishops and a Knight are rather better than two Knights and a Bishop.

Two Bishops are far stronger than two Knights; for when all the other men have been changed off two Bishops can easily force check-mate, whereas two Knights can never do so.

Mathematically speaking, the Bishop is rather better than the Knight, but the real relative value of these two pieces depends altogether on the position. Paulsen prefers a Bishop to a Knight, whereas Winawer never misses an opportunity of exchanging a Bishop for a Knight and endeavoring to remain with a Knight in the end game if his opponent has a doubled Pawn; because the Knight can always attack both Pawns, which the Bishop cannot do. A Bishop and a Knight are each worth rather more than three Pawns.

In average positions the Queen should win against (1) a Rook, (2) Rook and Pawn, (3) two Knights, (4) two Bishops, (5) Bishop and Knight, (6) a Bishop or Knight; but in certain exceptional situations the weaker force can draw the game.

A Rook and Knight can only win against a Rook in very rare instances; in fact, in ninety-nine cases out of a hundred Rook and Knight *versus* Rook is a legitimately drawn game.

A Rook and Bishop can only win against a single Rook in very extraordinary positions, and Kling and Zytogorski proved that Rook and Bishop *versus* Rook is a drawn game.

A Rook can usually win against a Bishop or Knight when there are an equal number of Pawns on each side, though the ending Rook against Bishop is generally a draw.

Rook *versus* Knight is also usually a drawn game, unless the Knight can be prevented from approaching his King.

The ending Bishop and Knight against King is the most difficult of all endings, and we will endeavor to throw more light upon it hereafter.

HINTS TO BEGINNERS.

1. Never take back a move.
2. Accept odds only from players vastly superior to yourself.

3. Bring out your pieces as rapidly as possible; in other words, develop your game with the least possible delay.

4. When you have a Knight or Bishop strongly posted either in the center of the board, or in your enemy's intrenchments, endeavor to keep such a position until the end of the game or until your opponent is driven to a liquidation favorable to you. Avoid relinquishing similar strong and menacing positions.

5. In open games, *i. e.*, when each player plays P—K 4 on his first move, it is well to castle on King's side early in the game.

6. After castling on King's side, beware of uselessly pushing your King's Rook's Pawn one square to prevent your King's Knight from being pinned by the hostile Queen's Bishop. Such a precaution is often a mere waste of time, and often results in your being exposed to a terrible attack.

7. Beware of allowing your adversary to post either of his Knights at his King's Bishop's fifth square after you have castled on King's side. Either capture or dislodge such an intruder.

8. Try to post one of your Knights at your King's Bishop's fifth square, and, if possible, maintain him there. This was Anderssen's favorite square for the Knight, and is the most threatening position he can occupy after your opponent has castled on King's side, especially if he has pushed his King's Rook's Pawn one square.

9. When you have played your Queen's Knight to Queen's Bishop's third, if you cannot post him at Queen's fifth square, bring him round by way of K 2 (or Q sq.) to KKt 3 and B 5 (or K 3 and B 5).

10. Above all things avoid excitement. When you find that you have made a false move, endeavor patiently to avoid the consequences and to retrieve your position.

PRELIMINARY GAME.

The object of the game, the pieces and their moves, the laws by which players are bound, and general directions for playing have so far been fully described.

The game of Chess, however, is so full of intricacies, requiring not only thorough method, but also the exercise of so much prudence and foresight, that an example of a simple game, thoroughly explained at every step, is deemed necessary to afford the learner a better insight into the practical application of the precepts which he is supposed to have fairly mastered. In general practice the learner should accustom himself to play equally well with the black as with

the white pieces ; but in the following illustrative game the player is supposed to have the white, and the first move. By following the moves attentively, and applying the explanations given, he will be better prepared to understand the openings, etc., which will be described later :

WHITE.

BLACK.

1 P—K 4

It is customary, though not obligatory, for the first player to take the white men. In all great public contests, however, the rule is obligatory for the defending player to have the black.

1 P—K 4

This is the most usual and probably the best reply to White's first move.

2 Kt—KB 3

This is a good move, bringing out a piece and attacking at once Black's undefended King's Pawn.

2 Kt—QB 3

Black defends his Pawn.

3 B—B 4

Attacking Black's KBP, with the view of bringing another piece to bear on it, as it could not be at present taken advantageously, being defended by the King, and a Bishop being worth at least three Pawns.

3 B—B 4

A good and safe rejoinder.

4 P—Q 3

Liberating the Queen's Bishop.

4 P—Q 3

5 Kt—QB 3

5 Kt—KB 3

6 Castles

6 Castles

7 B—KKt 5

Pinning the black Knight, which cannot be moved without losing the Queen.

7 P—KR 3

Black tries to drive away this troublesome Bishop.

8 B × Kt

This capture was not, of course, compulsory, as the Bishop might have been withdrawn to KR 4, K 3, or Q 2.

8 Q × B

Black retakes with Queen in order to avoid a doubled Pawn on KBP file, and the attack of Q—Q 2 threatened by White.

WHITE.

BLACK.

9 Kt—Q 5

At once attacking the Queen.

10 Kt × QBP

9 Q—Kt 3

10 B—KR 6

Leaving the Rook to be taken, and menacing immediate checkmate.

11 Kt—KR 4

Stopping the mate and attacking the Queen.

12 Kt × R

11 Q—B 3

12 Q × Kt

13 P × B

It would have been better to play the Knight back to QB 7.

13 Q × KRP

14 Kt—B 7

Bad! P—QB 3 was better, in order to prevent the entry of the black Knight to Q 5 into the heart of White's game. White is over-anxious to save his piece.

14 Kt—Q 5

Threatening the terrible move of Kt—B 6 check and checkmate next move, unless White sacrifices his Queen.

15 P—KB 3

Vainly trying to prevent the danger.

15 Kt × KBP

Discovering check and giving double check. The white King is now checked both by Bishop and Knight, and must move into the corner square.

16 K—R sq.

16 Q × RP checkmate.

Although this game is sharp, short, and decisive, it includes some positions which it will repay the learner to study, bearing in mind that every move must be made not only for its immediate results, but also for its ultimate effects.

OPENINGS OF GAMES.

As this is essentially an elementary treatise, it is of course impossible to give anything more than the best opening moves for attack and defense. In each case the opening scheme is carried out quite

far enough to give an insight into its object, and the results that follow, according to the views of the best authorities.

THE KING'S KNIGHT'S OPENING.

One of the most interesting, as well as important, of the *débuts* springs from the following moves :

WHITE.	BLACK.
1 P—K 4	1 P—K 4
2 Kt—KB 3	

PETROFF'S DEFENSE.

Petroff's Defense is so called after the celebrated Russian player of that name, but is inferior to 2 Kt—QB 3.

It consists in Black bringing out his King's Knight to Bishop's third square on his second move.

1 P—K 4	1 P—K 4
2 Kt—KB 3	2 Kt—KB 3
3 P—Q 4, best	

Formerly—in fact, ever since Morphy's time—it was considered best here for White to take Pawn with Knight. Steinitz, however, declares 3 P—Q 4 best.

		3 Kt × P, best
	4 B—Q 3	4 P—Q 4
	5 Kt × P	5 P—QB 4
	6 B—Kt 5 ch.	6 B—Q 2
	7 Kt × B	7 Kt × Kt
	8 Castles	8 P—QR 3
If		8 P—B 5
then	9 Q—K 2	9 Q—K 2
	10 R—K sq., etc.	
If		8 P × P
then	9 Q × P	9 KKt—B 3
	10 R—K sq., ch.	10 B—K 2
	11 Kt—B 3	11 P—QR 3
	12 B—R 4	12 P—QKt 4
	13 B—Kt 3	13 Kt—Kt 3
	14 B—Kt 5, with the advantage.	
If	9 B × Kt ch.	9 Q × B
	10 P—KB 3	10 Kt—B 3

WHITE.

- 11 R—K sq., ch.
12 B—Kt 5
13 Kt—B 3

BLACK.

- 11 K—Q sq., best
12 B—K 2

and White has the better game.

THE GIUOCO PIANO.

This is a slow game, but a safe and sound *début*, and is rightly preferred by our modern chess masters to the brilliant but unsound variation called the Evans Gambit.

- 1 P—K 4
2 Kt—KB 3

3 B—B 4

4 P—Q 3

5 P—QB 3

6 P—KR 3, leaving game even.

1 P—K 4

2 Kt—QB 3

3 B—B 4

4 P—Q 3

5 Kt—KB 3

White may also play 4 Castles, instead of 4 P—Q 3, and get an equal game.

THE EVANS GAMBIT

Was originated by the late Captain W. D. Evans, an English merchant captain, half a century ago. Although still favored by the Russian players, we believe it to be unsound.

- 1 P—K 4
2 Kt—KB 3

3 B—B 4

4 P—QKt 4

- 1 P—K 4
2 Kt—QB 3

3 B—B 4

This move constitutes the Gambit, but, so far from the sacrifice of this Pawn resulting in advantage for White, it should lose him the game.

- 5 P—B 3
6 P—Q 4
7 Castles
8 Q—Kt 3
9 P—K 5
10 Kt × P

- 4 B × P
5 B—R 4, best
6 P × P
7 P × P
8 Q—B 3
9 Q—Kt 3
10 KKt—K 2

and Black has the much better game, whether White play

- 11 Kt—K 2, B—QR 3, or R—K sq.

THE EVANS GAMBIT DECLINED.

WHITE.	BLACK.
1 P—K 4	1 P—K 4
2 Kt—KB 3	2 Kt—QB 3
3 B—B 4	3 B—B 4
4 P—QKt 4	4 B—QKt 3
5 P—QR 4	5 P—QR 3
6 Castles	6 P—Q 3
7 P—R 5	7 B—R 2
8 P—Kt 5	8 P × P
9 B × P	9 KKt—K 2

This is the best way of refusing the Gambit. P—Q 4 is not satisfactory for Black.

and Black has slightly the advantage.

THE KNIGHT'S GAME OF RUY LOPEZ.

This was invented by the Spanish bishop, Ruy Lopez, the favorite of King Philip II., who wrote a treatise on Chess in 1561, and is, in our opinion, the strongest and most enduring form of attack on the board.

1 P—K 4	1 P—K 4
2 Kt—KB 3	2 Kt—QB 3
3 B—QKt 5	3 Kt—B 3

This is now the usual defense; but he may also play P—QR 3, KKt—K 2, B—QB 4, B—Q 3, Kt—Q 5, P—KB 4, or P—Q 3. All these modes of defense, however, except the first, are now generally considered more or less inferior.

4 Castles	4 Kt × KP
5 P—Q 4	5 B—K 2
6 Q—K 2	6 Kt—Q 3
7 B × Kt	7 KtP × B
8 P × P	8 Kt—Kt 2
9 P—B 4	9 Castles
10 Kt—QB 3	10 P—KB 4
11 Kt—Q 4	11 Q—K sq.
12 P—B 4, with a good opening.	

There is no opening that affords the first player so strong and enduring an attack as the Ruy Lopez. Steinitz favors the following defense:

WHITE.

- 4 B—R 4
- 5 P—Q 4
- 6 Kt × P
- 7 Q × Kt
- 8 B—Kt 3
- 9 P—QB 3
- or
- 9 P—QB 4

BLACK.

- 3 P—QR 3
- 4 KKt—K 2
- 5 P × P
- 6 Kt × Kt
- 7 P—QKt 4
- 8 P—Q 3
- 9 B—K 3

and thinks Black has a good game.

THE CENTER GAMBIT.

- 1 P—K 4
- 2 P—Q 4
- 3 Q × P
- 4 Q—K 3, best
- 5 P—QB 3
- 6 Q—Kt 3
- 7 B—KKt 5
- 8 B—Q 3
- 9 B—KB 4
- 10 B × Q

- 1 P—K 4
- 2 P × P
- 3 Kt—QB 3
- 4 B—Kt 5 ch.
- 5 B—R 4
- 6 Q—B 3
- 7 Q—Kt 3
- 8 P—KR 3
- 9 Q × Q
- 10 P—Q 3

Even game.

THE CUNNINGHAM GAMBIT.

This form of the King's Gambit received especial attention from Mr. Cunningham, the historian; hence its designation. In our opinion it is a sound defense. Unlike the other King's gambits, in all of which the first player sacrifices the Pawn for the attack, Black, by his third move, obtains a strong counter-attack at once, which, in our opinion, cannot be satisfactorily met against the best defense. (*See analysis, page 402, under "Secondly".*)

- 1 P—K 4
- 2 P—KB 4
- 3 Kt—KB 3
- 4 B—B 4
- 5 K—B sq., best

- 1 P—K 4
- 2 P × P
- 3 B—K 2
- 4 B—R 5 ch.

Black has now the choice of three moves :

WHITE.	BLACK.
FIRSTLY :	5 P—Q 3
6 P—Q 4	6 B—KKt 5
7 QB × P, best	7 Q—B 3
8 B—K 3	8 Kt—K 2 or (A)
9 QKt—Q 2	9 P—KR 3
10 P—KR 3	10 B × Kt
11 Kt × B	11 Kt—Q 2
12 K—Kt sq.	12 B—Kt 6
13 Q—Q 2	

and White has an excellent game.

VARIATION A.

9 Kt—QB 3	8 Kt—B 3
10 B—K 2	9 K—Kt 2
11 P × B, best	10 B × Kt
12 R—KKt sq.	11 Castles (QR)
13 P—K 5	12 P—Q 4
14 K—Kt 2	13 Q—K 3

and again we prefer the White.

SECONDLY :	5 P—Q 4
6 B × P	6 Kt—KB 3
7 Kt—QB 3	7 Castles
8 P—Q 4	8 P—B 3
9 B—Kt 3	9 B—Kt 5
10 QB × P	10 Kt—R 4
11 Q—Q 2	

and White has the advantage.

At the seventh move, however, Black's best course would be, instead of castling,

8 Kt × Kt	7 Kt × B, best
9 P—Q 3	8 P—KB 4
10 P × P	9 P × P
	10 Castles

and Black has the better game.

THIRDLY :	5 B—KB 3
6 P—K 5	6 B—K 2
7 P—Q 4	7 P—Q 4

WHITE.

8 B—K 2

9 P—QB 3

BLACK.

8 P—QB 4

9 Q—Kt 3

Even game. We fail to see any advantage for Black.

THE SALVIO GAMBIT.

This was first noticed by Dr. Salvio in 1634, and takes its name from that writer, who copied it from a Portuguese treatise. It has been resuscitated of late years by Steinitz.

1 P—K 4

2 P—KB 4

3 Kt—KB 3

4 B—B 4

5 Kt—K 5

6 K—B sq.

7 P—Q 4

1 P—K 4

2 P × P

3 P—KKt 4

4 P—Kt 5

5 Q—R 5 ch.

6 Kt—KR 3

Black has now the choice of two moves, viz. : P—Q 3 and P—B 6.

FIRSTLY, then,

8 Kt—Q 3

9 P—KKt 3

10 Kt—B 2, or

10 Kt—QB 3

7 P—Q 3

8 P—B 6

9 Q—K 2, best

Even game.

SECONDLY:

8 B—KB 4, best

9 K × P

10 Kt—Q 3

11 Kt—B 2

7 P—B 6

8 P × P ch.

9 P—Q 3

10 B—Kt 2

Even game.

THE MUZIO GAMBIT.

The Muzio, or, properly speaking, the Muzio-Cascio Gambit—since, according to Salvio, Cascio was the originator of the attack—was formerly considered to be irresistible. But modern analysis has shown it to be theoretically unsound, although it yields a very powerful attack, necessitating great care on the part of the defending player.

1 P—K 4

2 P—KB 4

1 P—K 4

2 P × P

WHITE.	BLACK.
3 Kt—KB 3	3 P—KKt 4
4 B—B 4	4 P—Kt 5
5 Castles	5 P × Kt
6 Q × P	6 Q—B 3
7 P—K 5 (A)	7 Q × P
8 P—Q 3	8 B—R 3
9 B—Q 2	9 Kt—K 2
10 Kt—B 3	10 QKt—B 3
11 QR—K sq.	11 Q—KB 4
12 R—K 4	

White may also play here 12 Kt—Q 5; but Black will get the better game by 12 K—Q sq.; 13 B—QB 3, R—KB sq., best, etc.

	12 Kt—K 4
13 Q—K 2	13 P—Q 3, or
	13 Kt × B

and Black's game is to be preferred.

(A) Instead of pushing his Pawn to K 5 on his seventh move, White may play 7 P—Q 3, to which Black can reply with 7 B—B 4 check, with a winning game in the opinion of Rosenthal.

END GAMES.

The most critical and difficult stage of the game of Chess is when the combatants are bracing themselves for the conclusive struggle. The very finest players not unfrequently lose their way and fail to see the road to victory. Separate treatises have been devoted exclusively to this interesting branch of Chess study; and as, in an elementary article like the present, it would be obviously out of place to lead the beginner into this endless labyrinth, he must be content with a few of the most simple endings, including the difficult checkmate given by Bishop and Knight.

KING AND PAWN AGAINST KING.

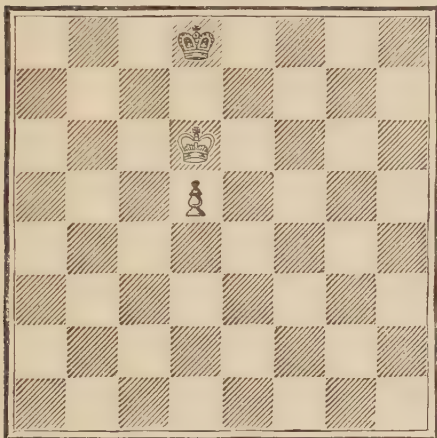
If in the following position (*see* Diagram No. 8) Black has to move, he must lose; for if he play K—K sq., White moves his King to QB 7, and if he move K—QB sq., White plays K—K 7, winning easily in either case, as the march of the white Pawn to Queen cannot be arrested.

Again, in this position, if White has to play, White must win, *e. g.*:

- | WHITE. | BLACK. |
|--------------------|-----------|
| 1 K—K 6 | 1 K—K sq. |
| 2 P—Q 6 | 2 K—Q sq. |
| 3 P—Q 7 | 3 K—B 2 |
| 4 K—K 7, and wins. | |

DIAGRAM NO. 8.

BLACK.



WHITE.

But if the white King stood at Q 5, the white Pawn at Q 4, and the black King at Q 2, and White has to play, the game is drawn, *e. g.*:

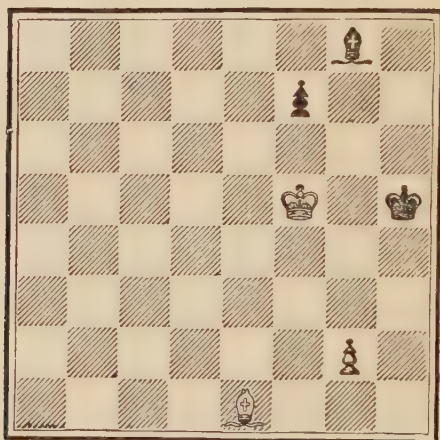
- | | |
|------------------------|-----------|
| 1 K—K 5 | 1 K—K 2 |
| taking the opposition. | |
| 2 P—Q 5 | 2 K—Q 2 |
| 3 P—Q 6 | 3 K—Q sq. |
| 4 K—K 6 | 4 K—K sq. |
| 5 P—Q 7 | 5 K—Q sq. |
| 6 K—Q 6, stalemate. | |

It may be taken as a rule that if the Pawn reaches the seventh square *without checking and without stalemating the adverse King*, it can be queened.

The rule does not apply to the Rook's Pawns, for if the adverse King should get in the Rook's square it is extremely difficult to drive him out. Take, for example, the following position: Black

DIAGRAM NO. 9.

BLACK.



WHITE.

King on his Knight's square. White King on his Knight's 5. White Pawn KR 4. White, with or without the move, can only draw as follows:

WHITE.

- 1 K—Kt 6
- 2 K—R 6
- 3 P—R 5
- 4 K—Kt 6
- 5 P—R 6
- 6 P—R 7, stalemate.

BLACK.

- 1 K—R sq.
- 2 K—Kt sq.
- 3 K—R sq.
- 4 K—Kt sq.
- 5 K—R sq.

Take also the following position, where White, having the move, cannot win even if he is able to prevent the black King from taking refuge at the Rook's square. Place the pieces as follows:—Black King, B 3, White King, R 6, White Pawn, R 5.

WHITE.	BLACK.
1 K—R 7	1 K—B 2
2 K—R 8	2 K—B sq.
3 K—R 7	3 K—B 2
4 P—R 6	4 K—B sq.
5 K—R 8	5 K—B 2
6 P—R 7	6 K—B sq.

And White is stalemate. The preceding examples will sufficiently show that the Rook's Pawns are, in the End Game, of less value than any other Pawns.

BISHOP AND PAWN AGAINST BISHOP AND PAWN.

In positions of this description, when the opposing Bishops are on squares of different colors, the game is usually drawn. In this instructive position (*see* Diagram No. 10), however, White, having to play, can force checkmate in seven moves, as follows:

1 P—Kt 4 ch.	1 K—R 3
2 K—B 6, best	2 K—R 2, best

If 2 B—R 2; 3 B—Q 2 mate.

3 P—Kt 5	3 K—R sq., forced
4 B—B 3	4 K—R 2, best

If 4 B moves; 5 K × P dis. ch. mate.

5 B—QR sq.

This is what is called a *coup de repos*, *i. e.*, losing a move in order to force the opponent to play disadvantageously.

6 P—Kt 6	5 K—R sq., only move
	6 P × P, or
	6 B—R 2

7 K × P, discovering checkmate.

Many good players might, without careful examination, give up the game as drawn in the above position.

TWO UNITED PAWNS AGAINST ROOK.

Two passed united Pawns on the sixth row will always win against a Rook, unless the opposing King is near enough to assist the Rook in capturing them. In the above position (*see* Diagram No. 10) White, having to play, must win, *e. g.*:

1 P—K 7	1 K—B 2 or (A)
2 P—B 7	2 K—Q 2

If 2 R—R 4 ch.; 3 K—Kt 6, 3 R—R 3 ch.; 4 K—Kt 7, and wins.

WHITE.

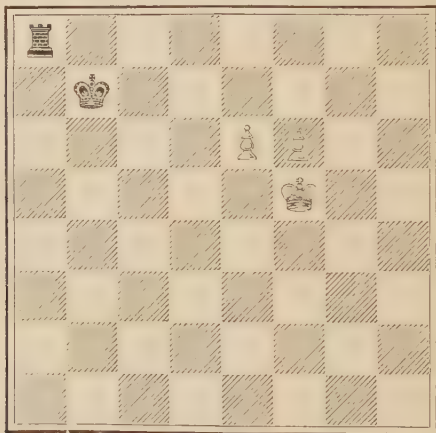
BLACK.

3 P—B 8 queens, and wins.

Many fairly good players ignore that two united Pawns on a sixth file should usually win against a Rook.

DIAGRAM NO. 10.

BLACK.



WHITE.

White to move and win.

(A)

2 K—Kt 6

3 P—B 7

4 P—K 7, and wins.

1 R—R 4 ch.

2 K—B 2

3 R—QR sq.

There are, of course, other variations; but it will readily be seen that White can always win in all of them.

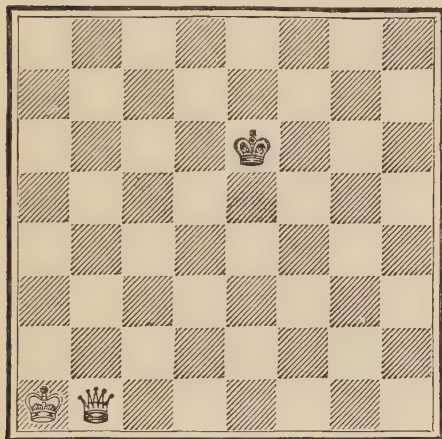
KING AND QUEEN AGAINST KING.

In Diagram No. 11 the shortest way to checkmate the black King is given, as follows:

WHITE.	BLACK.
1 K—Kt 2	1 K—Q 4
2 K—B 3	2 K—K 4
3 Q—KKt 6	3 K—B 5
4 K—Q 4	4 K—B 6
5 Q—Kt 5	5 K—B 7
6 Q—Kt 4	6 K—K 8
7 K—K 3 ch.	7 K—B 8
8 Q—Kt 7	8 K—K 8
9 Q mates at Kt sq. or R sq.	

DIAGRAM NO. II.

BLACK.



WHITE.

KING AND ROOK AGAINST KING.

Diagram No. 12 represents the most unfavorable position for White. The shortest way to checkmate the black King is :

1 K—B 4	1 K—K 5
2 R—K sq., ch.	2 K—B 4
3 K—Q 4	3 K—B 5
4 R—B sq., ch.	4 K—Kt 4
5 K—K 4	

It will be noticed that the white King always approaches at the distance of a Knight's move, while the black King moves either on diagonals, or takes the opposition to the white King.

WHITE.

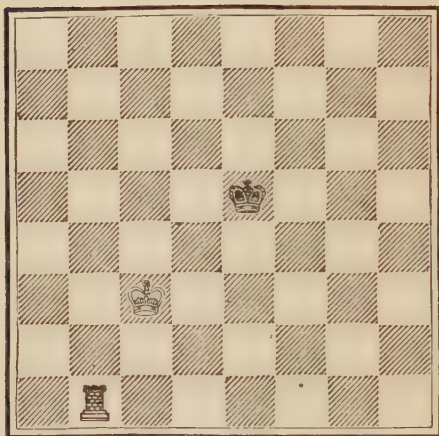
- 6 K—K 5
7 R—Kt sq., ch.

BLACK.

- 5 K—Kt 3
6 K—Kt 4
7 K—R 5

DIAGRAM NO. 12.

BLACK.



WHITE.

- 8 K—B 5
9 K—B 4
10 R—Kt 3
11 K—B 3
12 K—B 2
13 R—R 3, mate.

- 8 K—R 6
9 K—R 7
10 K—R 8
11 K—R 7
12 K—R 8

N.B.—The Rook can only checkmate on one of the Rook's files or rows.

KING AND TWO BISHOPS AGAINST KING.

To mate with two Bishops is comparatively easy. Diagram No. 13 illustrates the most unfavorable position for White, and the solution given is the shortest attainable.

WHITE.

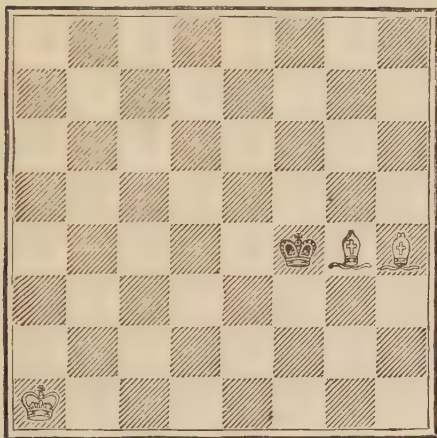
- 1 B—Q sq.
2 K—Kt 2
3 B—QB 2
4 K—B 3
5 K—Q 4
6 B—K sq.

BLACK.

- 1 K—K 6
2 K—Q 7
3 K—K 6
4 K—B 6
5 K—Kt 5
6 K—B 6

DIAGRAM NO. 13.

BLACK.



WHITE.

- 7 B—Q 3
8 B—K 4
9 K—K 5
10 B—KB 2
11 B—KB 5
12 K—B 6
13 B—K 6
14 B—Kt 4
15 K—B 7

- 7 K—B 5
8 K—Kt 4
9 K—Kt 5
10 K—Kt 4
11 K—R 3
12 K—R 4
13 K—R 3
14 K—R 2
15 K—R 3

White must be careful not to stalemate the black King. For instance, if Black were to play here 15 K—R sq., White could not

play 16 B—KB 5; but 16 B—K 3, K—R 2; 17 B—B 5 ch., K—R sq.; 18 B—Q 4, mate.

WHITE.

16 B—K 3 ch.

17 B—B 5 ch.

18 B—Q 4, checkmate.

BLACK.

16 K—R 2

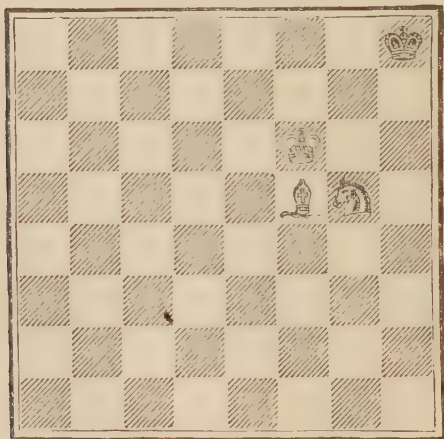
17 K—R sq.

KING, BISHOP, AND KNIGHT AGAINST KING.

This is a much more difficult checkmate than any of the preceding ones, and should you be left with such a force at the termination of

DIAGRAM NO. 14.

BLACK.



WHITE.

the game, you would probably find it quite impossible to win within the stipulated number of moves. This position merits a close examination, and you will see that in this case the King must not only be driven into a corner of the board, but into one of them commanded by your Bishop. You will observe in this position (*see* Diagram No. 14) that the black King is in the most unfavorable situation for you, since he occupies a corner square not commanded by your Bishop.

WHITE.	BLACK.
1 Kt—KB 7 ch.	1 K—Kt sq.
2 B—K 4	2 K—B sq.
3 B—KR 7	3 K—K sq.
4 Kt—K 5	4 K—KB sq. or (A)
5 Kt—Q 7 ch.	5 K—K sq.
6 K—K 6	6 K—Q sq.
7 K—Q 6	7 K—K sq., best
8 B—KKt 6 ch.	8 K—Q sq.
9 Kt—QB 5	9 K—QB sq.
10 KB—KB 7	10 K—Q sq.
11 Kt—QKt 7 ch.	11 K—QB sq.
12 K—QB 6	12 K—QKt sq.
13 K—QKt 6	13 K—QB sq.
14 B—K 6 ch.	14 K—QKt sq.
15 Kt—QB 5	15 K—QR sq.
16 B—Q 7	16 K—QKt sq.
17 Kt—QR 6 ch.	17 K—QR sq.
18 B—QB 6, checkmate.	

(A)

5 K—K 6	4 K—Q sq.
6 Kt—Q 7	5 K—QB 2
	6 K—QB 3

(This is his best move to avoid the corner square; if instead of this he play 6 K—QKt 2, your best move is 7 B—Q 3, and if he then play 7 K—QB 3, you can move 8 B—QB 4, and after his next move, 9 B—QKt 5.)

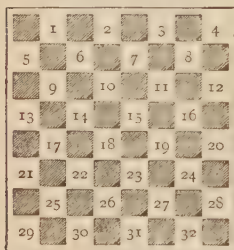
7 B—Q 3	7 K—QB 2, best
8 B—QKt 5	8 K—Q sq.
9 Kt—K 5	9 K—B 2
10 Kt—QB 4	10 K—Q sq.
11 K—Q 6	11 K—QB sq.
12 Kt—QR 5	12 K—Q sq.
13 Kt—QKt 7 ch.	13 K—QB sq.
14 K—QB 6	14 K—Kt sq.
15 Kt—Q 6	15 K—R 2
16 K—QB 7	16 K—R sq.
17 B—QB 4	17 K—R 2
18 Kt—QB 8 ch.	18 K—R sq.
19 B—Q 5, checkmate.	

DRAUGHTS, OR CHECKERS.

The game of Draughts is played by two persons, each having twelve pieces (technically termed "men"), of adverse colors, which at the commencement of play are arranged upon a board of sixty-four squares, of alternate colors, in the order shown by the following diagrams:—

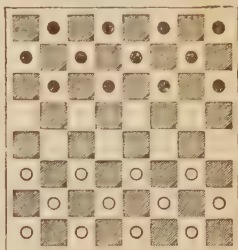
No. 1.

NUMBERED BOARD.



No. 2.

BOARD AND MEN.



The player using the *dark* pieces, which must invariably be placed upon the lowest numbered squares, always takes the first move; and for that reason it is the rule to change pieces every fresh game, so that each player may have the first move in turn.

The object of each player is to confine his opponent's pieces in situations where they cannot be moved, or where they must be eventually all captured; and the player who succeeds in accomplishing this wins the game.

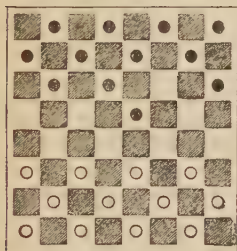
At first, the men can only *advance*, moving one square at a time diagonally to the right or left; but when a man reaches one of the four squares on the extreme line at the opposite side of the board, it becomes a "king", and can then either advance or retreat.

The pieces capture in the direction in which they move by leaping over any opposing man that is placed immediately contiguous and with a vacant square behind. Should several pieces be exposed by having vacant squares behind them, alternately, the capturing move must be continued until all are taken, unless the capturing piece should reach the crown-head during the process, which in that event completes the move.

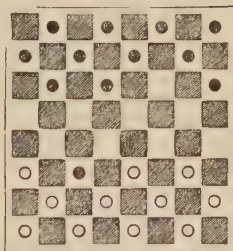
Our readers will probably better understand the foregoing explana

tion if accompanied with a practical illustration. Therefore, arrange the men for commencing a game as shown by Diagram No. 2; taking particular care to have the two squares, 28 and 32 (known as the "double corner"), upon your right, and that the Black men are placed upon the lowest numbered squares. You will then observe that Black has the choice of seven moves with which to open the game, viz.: 9 to 13 or 14, 10 to 14 or 15, 11 to 15 or 16, and 12 to 16. Suppose, now, that Black moves 11 to 15 (*see* Diagram No. 3); White has the choice of seven moves in reply, viz.: 21 to 17, 22 to 17 or 18, 23 to 18 or 19, and 24 to 20. We will suppose that 22 to 18 is the move adopted; Black is then compelled to capture

No. 3.



No. 4.



the piece by leaping over it from 15 to 22 and removing it from the board (*see* Diagram No. 4); White, in turn, can capture the Black man on 22—using his own discretion as to whether he will leap over from 26 to 17, or 25 to 18, though the latter is the usual play.

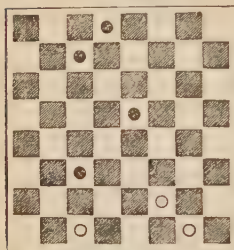
Should either player neglect to take a man, and make some other move, he is liable to be "huffed"; that is, his opponent may remove at once from the board the piece that should have effected the capture. (*See* Laws 14 and 15.) When one party "huffs" the other, he does not replace the man his opponent has just moved, but simply removes the huffed man from the board, and then makes his own move. He has the option, however, of compelling his opponent to replace such piece and effect the capture; and that, we may remark, is the course generally adopted.

We have previously stated that when a man reaches the extreme line of squares it becomes a "king", and that when a piece reaches the crown-head in capturing, that completes the move. To exemplify this, place the men upon the board as shown in Diagram No. 5.

It being White's turn to move, the man on 30 is moved to 26,

Black captures it by 22 to 31, and then must halt to be crowned. White takes advantage of the opportunity to move 32 to 28; Black

No. 5.—BLACK.



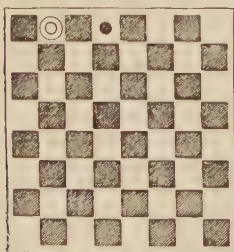
WHITE.

is compelled to capture by 31 to 24; and White then jumps 28 to 1, touching 19 and 10 *en route*, capturing Black's king and the two men on 15 and 6, and becoming a "king" in turn. Having accomplished all the preceding movements correctly, and taken care to remove the captured pieces from the board, there will remain a White king on 1, and a Black man on 2, Black to play. (See Diagram No. 6.) This will enable us to bring before the reader's notice another, and perhaps the most important element

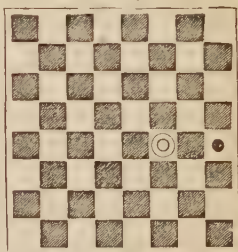
in the game, viz., the opposition, technically termed the "Move". The Black man, it will be observed, can only move 2 to 7, and closely pressed by the White king, who follows with 1 to 6, is eventually imprisoned in 20 (see Diagram No. 7), and finally captured on trying to escape by 20 to 24.

This result was solely dependent upon White having the opposition, or "Move", the importance of which, as a factor in winning games, it is almost impossible for us to overestimate; it is, indeed, the *great secret* of successful play.

No. 6.



No. 7.



THE "MOVE" AND ITS CHANGES.

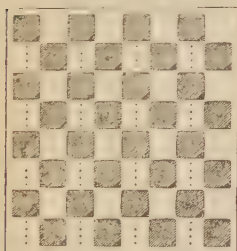
THE "GREAT SECRET".

The first step is to be able to discover, at any stage of the game, which player has possession of this important factor, as it is con-

stantly passing from one to the other as the pieces are exchanged and removed from the board. There are several methods of doing so, but the most simple is to divide the board into two systems of squares, consisting of four columns each, viz., those columns with a White square at the bottom to form one system, and those with a Black one the other. (See Diagrams No. 8 and No. 9.)

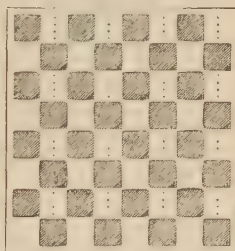
No. 8.

FIRST SYSTEM.



No. 9.

SECOND SYSTEM.



Then count the pieces in one system only (either will do). If the number be an odd one, and it is your turn to play, you have the "Move"; if even, your opponent has it. For example:

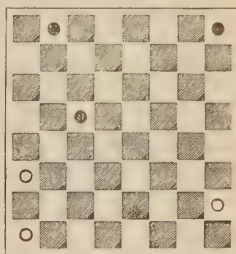
In this position (see No. 10) it will at once be seen that the number of pieces in either one of the two systems is odd; therefore Black has the "Move", and is enabled to block his opponent's pieces, and force the win, thus:—1 to 5, 28 to 24, 4 to 8, 24 to 19, 8 to 11, 29 to 25, 5 to 9, 25 to 22, 9 to 13. White must now lose a piece and the game.

Should it be desirable to alter the "Move", it can be done by an exchange of odd pieces, as one for one, or three for three; but one of the capturing pieces must be removed from the board, or the rule will not apply.

In both the above positions, it being White's turn to play, Black has the "Move".

In No. 11, White exchanges 23 to 19, gains the "Move" (one of the capturing pieces being removed from the board), and wins.

No. 10.—BLACK.

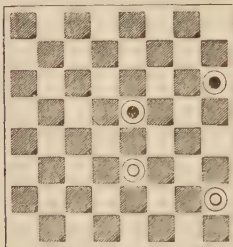


WHITE.

Black to move and win.

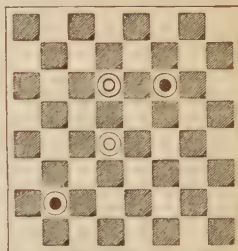
In No. 12, White draws by anything, with the exception of 10 to 15. Should he be tempted to make that move, then Black wins by 25 to 22, retaining the "Move", as neither of the capturing pieces are removed from the board.

No. 11.—BLACK.



WHITE.

No. 12.—BLACK.

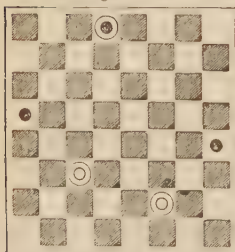


WHITE.

An exception to the foregoing rule arises when there are an odd number of pieces upon the board, as three to two or four to three.

In studying end games of this description, we invariably find that

No. 13.—BLACK.



WHITE.

Either to move; White draws.

the number is even, you have the move in that system; if odd, you will have it in the other. Thus:

WHITE MOVES.

(a) 27-23	7-11	23 26	19-23	25 30	27-31
2- 7	27 23	15-19	30 25	24-27	25 30
23 27	11-15	26 30	20-24	30 25	DRAWN

(a) If 27 32 Black forces.

BLACK MOVES.

2-7	26 23	13-17	27 32	25-30	32 27
(a) 22 26	11-16	32 27	21-25	27 32	
7-11	27 32	17-21	32 27	30-25	DRAWN.

(a) Should White now try to draw by holding the man on 13 as in the preceding example, Black, having the "Move", would win.

Observe that each move is made by the removal of the piece *from* the square denoted by the *left-hand* number, *to* the square denoted by the *right-hand* number in the notation column.

Also, that Black's move is always denoted by a dash (-) between the numbers.

LAWS OF DRAUGHTS.

1. The Standard board must be of light and dark squares, not less than 14 inches nor more than 15 inches across said squares.

2. The Standard men, technically described as White and Black, must be light and dark (say White and Red, or White and Black), turned, and round, not less than one inch, nor more than $1\frac{1}{8}$ inches in diameter.

3.* The board shall be placed so that the bottom corner square, on the left hand, shall be black.

4.* The men shall be placed on the black squares.

5. The Black men shall invariably be placed upon the real or supposed first twelve squares of the board; the White upon the last twelve squares.

6. Each player shall play alternately with White and Black men, and lots shall be cast for the color only once, viz., at the commencement of the play—the winner to have his choice of taking Black or White.

7. The first play must be *invariably* made by the person having the Black men, and that alternately till the end of the play.

8. TIME.—At the end of five minutes [if the play has not been previously made], Time must be called by the person appointed for that purpose, in a distinct manner, and if the play be not completed on the expiry of another minute, the game shall be adjudged to be lost through improper delay.

9. When there is only *one way* of taking *one or more* pieces, Time shall be called at the end of one minute, and if the play be not

* After substituting the word White for Black, these two laws become binding upon the players of any place where it is customary to play upon the White squares.

completed on the expiry of another minute, the game shall be adjudged to be lost through improper delay.

10.* Either player is entitled, on giving intimation, to arrange his own or opponent's pieces properly on the squares. After the move has been made, however, if either player touch or arrange any piece without giving intimation to his opponent, he shall be cautioned for the first offense, and shall forfeit the game for any subsequent act of the kind.

11. After the pieces have been arranged, if the person whose turn it is to play *touch* one, he must either play *it* or forfeit the game. When the piece is not payable, he forfeits according to the preceding law.

12. If *any part* of a playable piece be played over an angle of the square on which it is stationed, the play must be completed in *that* direction.

13. A capturing play, as well as an ordinary one, is completed whenever the hand has been withdrawn from the piece played, even although one or more pieces should have been taken.

14. The Huff or Blow is, to remove from the board, before one plays his own piece, any one of the adverse pieces that might or ought to have taken; but the Huff or Blow never constitutes a play.

15. The player has the power either to *huff*, *compel the take*, or *let the piece remain on the board*, as he thinks proper.

16. When a man first reaches any of the squares on the opposite extreme line of the board it becomes a king, and can be moved backwards or forwards as the limits of the board permit, though not in the same play, and must be crowned [by placing a man at the top of it] by the opponent: if he neglects to do so, and play, any such play shall be put back until the man be crowned.

17. Either player making a false or improper move shall instantly forfeit the game to his opponent, without another move being made.

18. When taking, if either player remove one of his own pieces, *he* cannot replace it, but his *opponent* can either play or insist on his replacing it.

19. A Draw is when neither of the players can force a Win. When one of the sides appears stronger than the other, the stronger

* Anderson's clause 10 reads as follows:

"After the first move has been made, if either player arrange any piece, without giving intimation to his opponent, he shall forfeit the game; but if it is his turn to play, he may avoid the penalty by playing that piece, if possible."

[In deference to the general opinion that this Law is unreasonable and unnecessarily harsh, we have substituted M'Culloch's amendment.]

party is required to complete the Win, or to show at least a decided advantage over his opponent within forty of his own moves—to be counted from the point at which *notice* was given,—failing in which, he must relinquish the game as a Draw.

20. Anything which may tend either to annoy or distract the attention of the player is strictly forbidden; such as making signs or sounds, pointing or hovering over the board, unnecessarily delaying to move a piece touched, or smoking. Any *principal* so acting, after having been warned of the consequence, and requested to desist, shall forfeit the game.

21. While a game is pending, neither player is permitted to leave the room without giving a sufficient reason, or receiving the other's consent or company.

22. Either player committing a breach of any of these laws must submit to the penalty, and his opponent is equally bound to exact the same.

23. Any spectator giving warning, either by sign, sound, or remark, on any of the games, whether played or pending, shall be expelled from the room during the match.

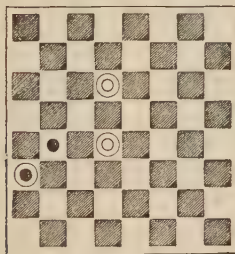
24. Should any dispute occur, not satisfactorily determined by the preceding laws, a *written statement of facts* must be sent to a disinterested arbiter having a knowledge of the game, whose decision shall be final.

POSITIONS, OR ENDINGS OF GAMES.

It frequently happens that a game, probably well begun and continued up to a certain point, is lost for want of the knowledge requi-

FIRST POSITION.

BLACK.



WHITE.

White to play and win.

WHITE.

32 to 28 (a)

28 " 32 (b)

18 " 22

BLACK.

24 to 27

27 " 31

White wins.

(a) This is the only move that wins.

(b) No other move could win.

SOLUTION OF THIRD POSITION.

White can draw this position by continuing to occupy squares 26 and 22.

26 to 22

22 " 26

26 " 22

22 " 26

26 " 22

21 to 25

25 " 30

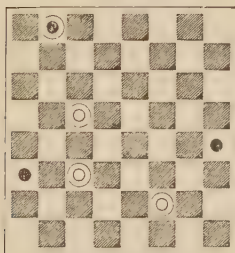
30 " 25

25 " 21

Drawn.

FOURTH POSITION.

BLACK.



WHITE.

White to play and win.

This position often occurs in actual play, and White wins by making two exchanges, thus :

SOLUTION OF FOURTH POSITION.

14 to 9

22 " 17

17 " 10

10 " 15

15 " 19

27 " 32

19 " 24

32 " 23

1 to 5

5 " 14

21 " 25

25 " 30

30 " 26

26 " 22

20 " 27

White wins.

INSTRUCTIVE GAMES.

The following games, embodying the Positions just illustrated, will be found excellent practice and highly instructive:

FIRST GAME—"SINGLE CORNER".

BLACK.	WHITE.	BLACK.	WHITE.
11 to 15	22 to 18	13 to 17	18 to 9
15 " 22	25 " 18	6 " 13	21 " 14
8 " 11	29 " 25	10 " 17	26 " 22
4 " 8	25 " 22	17 " 26	31 " 22
11 " 16	24 " 20	7 " 10	30 " 25
8 " 11	27 " 24	2 " 6	25 " 21
10 " 14	24 " 19	6 " 9	22 " 18
7 " 10	28 " 24	1 " 5	18 " 15
3 " 7	32 " 28 (a)	11 " 27	20 " 11
9 " 13	18 " 9	10 " 24	White wins.
5 " 14	22 " 18 (b)		

(a) This move loses, but 30 to 25 would draw the game with correct play.

(b) Black may play now, or hereafter, as he pleases, but cannot draw if White plays well.

SECOND GAME—"OLD FOURTEENTH".

11 to 15	23 to 19	1 to 6	32 to 28
8 " 11	22 " 17	3 " 8	30 " 26
4 " 8	17 " 13	9 " 13	19 " 16
15 " 18	24 " 20	12 " 19	23 " 16
11 " 15	28 " 24	8 " 12 (a)	24 " 19
8 " 11	26 " 23	15 " 31	22 " 8
9 " 14	31 " 26	12 " 19	8 " 3
6 " 9	13 " 6	31 " 22	25 " 2
2 " 9	26 " 22		White wins.

(a) This move loses. White could have drawn the game by playing 13 to 17 (giving away the man on 13), and then moving 8 to 12.

THIRD GAME—"SUTER".

11 to 15	23 to 19	8 to 11	29 to 25
9 " 14	22 " 17	4 " 8	24 " 20
6 " 9	17 " 13	15 " 24	28 " 19
2 " 6	25 " 22	11 " 15	27 " 24

BLACK.	WHITE.	BLACK.	WHITE.
14 to 17	21 to 14	14 to 23	31 to 26
9 " 18	26 " 23	5 " 14	26 " 19
18 " 27	32 " 23	14 " 18	15 " 11
10 " 14	19 " 10	8 " 15	19 " 10
0 " 15	13 " 9	18 " 23	24 " 19
7 " 11	23 " 19	23 " 27	19 " 15
15 " 18	22 " 15	27 " 32	15 " 11
11 " 18	19 " 15	32 " 27	11 " 7 (a)
18 " 22	25 " 18		Drawn.

(a) Both sides having made correct moves, the game results in a draw.

FOURTH GAME—"DOUBLE CORNER".

9 to 14	22 to 18	7 to 16	30 to 25
5 " 9	24 " 20	16 " 20	18 " 15
11 " 16	20 " 11	9 " 13 (a)	15 " 11
8 " 22	25 " 18	6 " 9	11 " 8
12 " 16	29 " 25	2 " 7	8 " 3
4 " 8	25 " 22	14 " 17	21 " 14
8 " 12	28 " 24	10 " 17	3 " 10
16 " 20	24 " 19	17 " 21	22 " 18
1 " 5	27 " 24	21 " 30	10 " 15
20 " 27	31 " 24	9 " 14	18 " 9
7 " 11	24 " 20	5 " 14	15 " 18
3 " 7	32 " 27	13 " 17	18 " 9
11 " 16	20 " 11	30 " 25	19 " 16

White wins.

(a) This move loses; 2 to 7 would draw.

FIFTH GAME—"FIVE".

11 to 15	23 to 19	14 to 17	21 to 14
9 " 14	22 " 17	10 " 17	26 " 22
5 " 9	26 " 23	17 " 26	31 " 22
9 " 13	30 " 26	2 " 6	18 " 14 (a)
13 " 22	25 " 9	6 " 10	14 " 9
6 " 13	29 " 25	7 " 11	27 " 24
1 " 5	25 " 22	10 " 14	9 " 6
5 " 9	24 " 20	14 " 17	22 " 18
15 " 24	28 " 19	11 " 16	20 " 11
9 " 14	22 " 18	8 " 22	Black wins.

(a) 18 to 14 loses; 19 to 15 would draw.

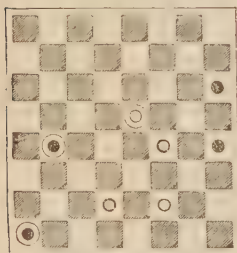
SIXTH GAME—"BLOCK GAME".

BLACK.	WHITE.	BLACK.	WHITE.
10 to 15	23 to 18	10 to 15	23 to 18
7 " 10	26 " 23	6 " 9	27 " 24
3 " 7	30 " 26 (1)	8 " 12	25 " 21
9 " 13	24 " 20	1 " 6	32 " 27
12 " 16	21 " 17	6 " 10	27 " 23
15 " 19	18 " 14	2 " 6	31 " 27
		4 " 8	29 " 25
	(1)		White wins.
WHITE.	BLACK.	WHITE.	BLACK.
31 to 26	9 to 13	27 to 24	1 to 6
21 " 17	12 " 16	32 " 27	6 " 10
24 " 20	15 " 19	27 " 23	8 " 12
18 " 14	10 " 15	25 " 21	4 " 8
23 " 18	6 " 9	29 " 25	2 " 6 (a)
			Black wins.

(a) In a blocked game the second player usually should win, but White has carelessly blocked his own piece on 30, and loses a move; consequently Black has the last move, and wins.

TWO NICE TRAPS.

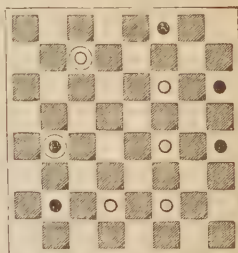
No. 1.—BLACK.



WHITE.

White to play and win.

No. 2.—BLACK.



WHITE.

White to play and win.

SOLUTION TO NO. 1.

WHITE.

27 to 24

26 " 22

19 " 16

15 " 22

BLACK.

20 to 27

17 " 26

12 " 19

SOLUTION TO NO. 2.

WHITE.

26 to 22

27 " 24

19 " 16

11 " 7

6 " 29

BLACK.

17 to 26

20 " 27 \

12 " 19

3 " 10

The foregoing illustrations are deemed amply sufficient to afford the beginner a very fair insight into the method of correct play, and practice enough to render him familiar with the exigencies of the game from its commencement to its close.*

There is another variety of the game, which, though less used, is none the less interesting and instructive. In it the object of the game is exactly reversed, each player striving *not* to win.

THE LOSING GAME.

This variety, as its name implies, is the exact reverse of the ordinary game, the object of the player being to lose all his pieces, or otherwise have them so fixed that he cannot move; when he succeeds in accomplishing this he wins the game.

The rules governing the play are the same as at the ordinary game, with the following additions:

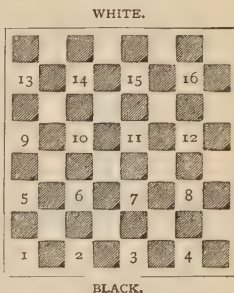
1. The player who gives away the whole of his pieces wins the game.

2. Provided that the player has given away the whole of his *legally movable* pieces, any number that remain are considered as off the board, and he wins the game.

T. Dale of Sheffield gives what he describes as a "Mathematical Rule" for playing the game. The board is divided into two systems of squares, as in the above diagram.

Each player, by this rule, has sixteen *good* squares to play on, and, in the majority of cases, loses the game by being forced out of them. It is a great advantage to get one of your opponent's pieces fixed on

* For a more extended treatise on Draughts, see Dunne's "Draught Player's Guide", Dick & Fitzgerald, New York. This article is chiefly taken from that work and Spayth's "Draughts for Beginners".



your *fifth good* square; and you must carefully avoid allowing him a similar opportunity. Always open your game freely for the first four or five moves by making judicious exchanges.

EXAMPLE LOSING GAMES.

Observe that Black's move is always denoted by a dash (—) between the numbers. Also, that each move is made by the removal of the piece *from* the square denoted by the *left-hand* number to the square denoted by the *right-hand* number in the notation column.

GAME NO. 1—"SECOND DOUBLE CORNER".

11-15	11-20	9-14	13-22	12-16	20-27
24 19	32 27	18 9	26 17	23 19	30 26
15-24	4- 8	6-13	5- 9	16-32	23-14
27 20	28 24	25 22	17 13	31 27	White wins.
8-11	8-11	1- 6	3- 8	32-23	
20 16	22 18	22 17	29 25	21 17	

GAME NO. 2—"SINGLE CORNER".

11-15	23 16	4-11	24 20	31-22	22 18
22 18	12-19	28 24	31-24	21 17	9-14
15-22	24 15	6-10	32 27	22-13	18 9
25 18	5- 9	22 17	24-31	29 25	White wins.
9-13	26 22	13-22	20 16	10-14	
18 15	8-11	31 26	11-20	25 22	
10-19	15 8	22-31	30 26	14-17	

GAME NO. 3—"EDINBURGH".

9-13	25 21	11-15	20 11	4- 8	9 2
24 20	5- 9	20 11	10-15	2 9	12-16
12-16	28 24	15-24	17 10	3- 7	3 10
21 17	9-14	27 20	2- 7	10 3	13-17
8-12	24 19 (1)	7-16	11 2	1- 6	Black wins.
(1)					
22 18	26 17	30 25	24 19	32 27	17 14
13-22	13-22	29-22	31-15	24-31	White wins.
18 9	29 25	31 26	23 19	21 17	
6-13	22-29	22-31	15-24	10-15	

BACKGAMMON.

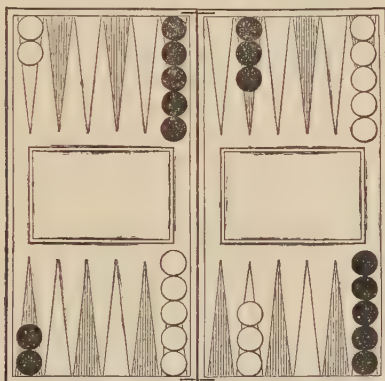
It is generally conceded that Backgammon, or *Tric-Trac*, as it is sometimes called, is a very difficult game to describe. In this article we will endeavor to follow the game step by step, and must acknowledge our indebtedness to "Cavendish", from whose "Guide to Backgammon" we have quoted freely.

THE BOARD AND THE MEN.

The borders of the board should be raised, like the frame of a slate, and across the middle of the board, proceeding from the word

BLACK.

BLACK'S INNER TABLE. BLACK'S OUTER TABLE.



WHITE'S INNER TABLE. WHITE'S OUTER TABLE.

WHITE.

"White" to "Black" (see Diagram), there should be a raised *bar*, separating the board into two *tables*, called *inner* (or *home*) and *outer* tables.

The tables are marked with twenty-four *points*, colored alternately white and black, or white and red (see Diagram). The points should be sufficiently long to hold five men, about half of the fifth man projecting beyond the point. Between the points in White's tables and those in Black's tables is a space on which the dice are thrown.

The points are thus named: the one to the extreme left in White's inner table (*see* Diagram) is called White's Ace point; the next White's Deuce point; the others in order, White's Three, Four, Five, and Six points. The Ace point in White's outer table is called his Bar point. The points in Black's table are similarly named.

The diagram shows the arrangement of the men. (*See* Law 3.)

THROWING.

The great object of the game is for each player to bring his men round into his own inner table; and this is accomplished by throws of the dice. Each player is provided with a box and one die, and the game is regulated by the number of spots that are faced upwards when the dice are thrown.

At the start, each player takes his dice-box and shakes one die in it, two fingers being placed over the open end of the box to prevent the die from being shaken out.

After shaking, the die is thrown on the board. The player who throws the higher number has the first play. He may either adopt the two numbers just thrown, or he may take up the dice and throw them again.

PLAYING.

After throwing, the caster should call the numbers thrown. Thus, if he throws Four Two, he calls "Four Two" (the higher number always being called first), and proceeds to play any of his men a number of points corresponding to the numbers thrown.

The march of the men is from the opponent's inner table to his outer table, then to the caster's outer table, and lastly to his own home table. It is obvious that the White and Black men are played in opposite directions.

One man may be played the whole throw, or one man one of the numbers thrown and the other man the other. Thus, White might play Four Deuce, by carrying one man from the Six point of Black's outer table to his own Six point; or he might play one man from the Deuce point of his outer table to his Four point, and another man from his Six point to his Four point.

When men are played in the last-named way, so as to occupy a previously blank point with two men, it is called *making a point*. White might similarly play any other of his men; that is, one from his outer table to his Six point, and any other man four points.

If White plays in this way, the man played the Four will remain on a point by himself. This is called *leaving a Blot*.

If two similar numbers are thrown (called *doublets*), the caster plays double what he throws. Thus, if he throws Aces, he plays four Aces instead of two, and so on for other doublets.

While White is playing, Black puts the dice in his box and shakes them, and, as soon as White's play is completed, Black throws, and similarly calls his throw, and plays it.

The players throw and play alternately throughout the game.

LIMITATIONS IN PLAYING.

The only limitations to the play are, that neither player can play (*a*) beyond his own home table, nor (*b*) on to any point occupied by two or more of his adversary's men. Thus: If White throws Five Ace, he cannot play a Five in Black's inner table, nor an Ace from Black's outer table to his own inner table, because the points are already occupied by Black. He could play Five Ace from Black's inner table by playing the Ace first and then the Five, but not by playing the Five first. In this position the play is not affected, as the caster is at liberty to play first whichever number he chooses; but there are many positions in which the play would be affected by this limitation.

Any part of a throw which cannot be played is lost; but the caster must play the whole throw if he can. Thus, if the men were differently situated, and the caster, having made the same throw, could play an Ace and could not play a Five, his play is completed as soon as he has carried the Ace. But if by playing the Five first he could afterwards play the Ace, he must play his throw in that manner.

HITTING BLOTS.

If the caster plays a man to a point which is occupied by a single adverse man, he is said to *hit* a Blot. The man hit is taken off the table and placed on the bar, and has to be played into the adversary's inner table at the next throw, called *entering*. If an Ace is thrown, the man is entered on the Ace point, and so on for other numbers. Of course he cannot be entered on any point that is occupied by two or more adverse men. If the points corresponding to both the numbers thrown are occupied, or if doublets are thrown and the corresponding point is occupied, the player who has a man up cannot enter him. A player is not permitted to play any other man while he has a man to enter; consequently, in the case supposed, his throw is null and void.

It sometimes happens that one player has a man up, and that his

adversary has his home table *made up*, that is, occupied by two or more men on all the points of it. In this case it is obvious that the player who is up cannot enter; and as it is useless for him to throw, his opponent continues throwing and playing until he opens a point on his home table.

Two or more Blots may be taken up at once, or in successive throws, if numbers are thrown that will hit them. It is not compulsory to hit a Blot if the throw can be played without.

BEARING.

The game proceeds as described until one player has carried all his men into his home table. He has then the privilege of taking his men off the board, or of *leaving* them. Thus, suppose his home table is made up, and he throws Four Three. He bears one man from his Four point and one from his Three point. Or, if he prefers it, he may play a Four from his Six or Five point, and a Three from his Six, Five, or Four point; or he may play one and bear the other. If he cannot play any part of the throw, he must bear it; thus, if he has no man on his Six or Five points, he must bear the Four. If he throws a number which is higher than any point on which he has a man, he must bear the man from the highest occupied point. Thus, if he has no man on his Six point and throws a Six, he must bear from his Five point, or if that is unoccupied, from his Four point, and so on. Suppose he throws Five Deuce, and has no man on his Six point and only one man on his Five point. He may, if he pleases, play the Deuce from his Five point and bear the Five from his Four point, or from his next highest occupied point. And, of course, in the reverse case, if he throws an Ace, and his Ace point is unoccupied, he must play the Ace.

Doublets similarly entitle and compel the caster to bear or play four men.

If, after a player has commenced bearing his men, he should be hit on a Blot, he must enter on his opponent's inner table, and he cannot bear any more men until the one taken up has been played back again into his own home table.

The adversary similarly bears his men as soon as he has carried them all home.

The player who first bears all his men wins the game.

The game counts a single or *hit* if the adversary has borne any of his men; a double game or *gammon* if the adversary has not borne a man; and a triple or quadruple game (according to agreement) or

backgammon, if at the time the winner bears his last man the adversary (not having borne a man) has a man up, or one in the winner's inner table.

Should a player, having borne a man, be taken up, he can only lose a hit, even if he fails to enter the man before the adversary bears all his.

When a series of games is played, the winner of a hit has the first throw in the succeeding game; but if a gammon or backgammon is won, the players each throw a single die to determine the first throw of the next game.

HINTS FOR PLAY.

1. A leading principle of Backgammon play is to "make points" whenever you fairly can, especially in or close to your home table. A second general principle is to avoid the leaving of Blots, particularly where they are likely to be hit by the adversary. This latter principle is, however, subject to many qualifications. The advantages of spreading your men, in readiness to make points, may more than counterbalance the risk, and in certain critical conditions of the game it is sometimes even desirable to be hit, inasmuch as it enables you to make a fresh start from your adversary's home table, and so get the opportunity in turn of taking *him* up. (See Hints 6 and 7.)

2. At the opening of a game, the men on both sides are in a uniform position, and it is consequently possible to give specific rules as to the best method of playing any throw which may occur. We will go *seriatim* through all the possible throws of the two dice. In some instances alternative methods will be given, according as the player aims merely at securing a hit, and is content, therefore, to play chiefly for safety, or elects to play a more risky game upon the chance of securing a gammon.

ACES.—(The best possible throw at starting.) Play two men on your Bar point, and two on your Five point. This leaves a Blot on the Deuce point in your outer table, but this is a trifling disadvantage as compared with the gain of at once securing four points side by side.

DEUCE ACE.—For a hit, play the Deuce from the five men in your adversary's outer table, and the Ace from the Ace point in his inner table. For a gammon, play the Ace from the Six to the Five point in your own table.

DEUCES.—For a hit, play two from the Six to the Four point in your own table, and the other two from the Ace to the Three point

in your opponent's inner table. For a gammon, play the second pair from the five men in his outer table.

THREE ACE.—Make your Five point.

THREE DEUCE.—The approved play is to carry two men from the five in your adversary's outer table to the Four and Five points in your own outer table. This, of course, makes two Blots. To avoid this, some, for a hit, play one man from the same point to the *Deuce* point in the outer table, but the bolder play is to be preferred.

DOUBLE THREE.—There are three ways of playing this throw. Some players make the Bar point. The more usual play is, for a hit, to play two to the Five point in the player's own, and the other two to the Four point in the adversary's table. For a gammon, play the last two from the Six to the Three point in your own table.

FOUR ACE.—Play the Four from the five men in your opponent's outer table, and the Ace from his Ace point. (Timid players, fearing to leave two Blots, sometimes play the whole throw from the first-mentioned point, but the plan is not to be recommended.)

FOUR DEUCE.—Make your Four point.

FOUR THREE.—Play two men from the five in your adversary's outer table.

DOUBLE FOUR.—Play two men from the Ace to the Five point in the adversary's inner table, and two from the five in his outer table. For a gammon, play two men only, from the point last mentioned to the Five point in your own table.

FIVE ACE.—Play the Five from the five men in your adversary's outer table, and the Ace from the Ace point in his inner table. For a gammon, play the Ace from the Six to the Five point in your own table.

FIVE TWO.—Play both men from the five in your adversary's outer table.

FIVE THREE.—Make your Three point.

FIVE FOUR.—Move one man from your adversary's Ace point to the Three point in his outer table.

DOUBLE FIVE.—Carry two men from the five in the adversary's outer table, and make your Three point.

SIX ACE.—Make your Bar point.

SIX DEUCE.—Move a man from the five in your adversary's outer table to the Five point in your own table.

SIX THREE, SIX FIVE.—Carry one man from your adversary's Ace point as far as the throw will permit.

SIX FOUR.—Make your Deuce point.

SIXES.—Place two men on your adversary's Bar point and two on your own.

Of the foregoing throws, double Ace is reckoned the best, and double Six next best. Double Three comes third, followed by Three Ace and Six Ace. Doublets, if playable, are good as covering greater distance.

Any throw in which the higher of the two numbers is *two in advance of the other* (as Five Three, Three Ace) is also good, as enabling you to make a point in your table.

3. In order to play Backgammon well, it is necessary to know all the chances on two dice.

For example: You have to leave a Blot; therefore, it should be left where there is the least probability of its being hit. To find the chance of being hit on an Ace: the number of ways in which two dice can be thrown is thirty-six; of these, twenty-five will not contain an Ace, eleven will contain an Ace. Consequently, it is 25 to 11 against being hit on an Ace.

The following table gives the odds against being hit on any number within the reach of single or double dice:

It is	25 to 11	or about	9 to 4	against being hit on	1
"	24 to 12	or	2 to 1	"	2
"	22 to 14	or about	3 to 2	"	3
"	21 to 15	or	7 to 5	"	4
"	21 to 15	or	7 to 5	"	5
"	19 to 17	or	$9\frac{1}{2}$ to $8\frac{1}{2}$	"	6
"	30 to 6	or	5 to 1	"	7
"	30 to 6	or	5 to 1	"	8
"	31 to 5	or about	6 to 1	"	9
"	33 to 3	or	11 to 1	"	10
"	34 to 2	or	17 to 1	"	11
"	33 to 3	or	11 to 1	"	12

The table shows that if a Blot must be left within the reach of a single die (*i. e.*, on any number from 1 to 6), the nearer it is left to an adverse man the less probability there is of its being hit; also, that it is long odds against being hit with double dice, and that, on any number from 7 to 11, the further off the Blot is the less chance is there of it being hit.

The table assumes that there is only one adverse man within range. Of course, the chances of being hit are much greater if several points within range are occupied. On the other hand, if

any intervening points are held by men belonging to the player who leaves the Blot, the chance of being hit will be less in proportion. Thus, a Blot may be hit with Light in six ways; but if the Fourth point is blocked, the Blot can only be hit in four ways, and so on.

4. At the beginning of the game you should endeavor to secure your Five point, or your adversary's Five point, or both. If successful in this, you should play a bold game for a gammon. The next best point to hold is your Bar point, and next to that your Four point.

5. If you are so fortunate as to secure all these points, and your adversary's inner table is not favorably made up, you should open your Bar point, in hopes of compelling the opponent to run out of your home table with a Six and to leave two Blots, and you should also *spread* your men in the outer tables, *i. e.*, not crowd a number of men on one point. This will give you a good chance of hitting the Blots on your Bar point and Ace point. And,

6. Should you hit both these men, and your adversary have a Blot in his inner table, you ought not to make up your home table, but leave a Blot there in hopes of the adverse man being obliged to enter on it. You then have a chance of hitting a third man, which will give you considerable odds in favor of winning a gammon; whereas, if you have only two adverse men up, the odds are against your gammoning the opponent.

7. If, in endeavoring to gain your own or your adversary's Five point, you leave a Blot and are hit, and your adversary is more forward in the game than you (*see* Hint 8), you should play another man on your Five or Bar point, or in your adversary's home table. If this man is not hit, you may then make a point and get as good a game as your opponent. If the man is hit, you must play a *back game*, *i. e.*, allow your adversary to take up as many men as he likes, and then, in entering the men taken up, you should endeavor to hold your adversary's Ace and Three points or Ace and Deuce points, and if possible you should keep three men on his Ace point, so that if you hit a Blot from there, you still keep the Ace point guarded.

8. To find which player is forwarder, reckon how many points you require to carry all your men to your Six point. Add to this six for every man on your Six point, five for every man on your Five point, and so on; and then make the same calculation for your adversary's men.

9. Whenever you have two of your opponent's men up, and have made two or more points in your home table, spread your other men, for the chance of making another point in your home table, and of hitting the man your opponent enters. As soon as he enters, if your game is equal to or better than his, take up the man, except you are playing for a hit only and you can play the throw so as to make points that obstruct his running out, which gives you a better chance for the hit.

10. Always take up a man if the Blot you leave can only be hit with double dice, except when playing for a hit only, and you have two of your opponent's men in your home table and your game is the forwarder. For your having three of his men in your table gives him a better chance of hitting you without leaving a Blot.

11. In entering a man which it is to your adversary's advantage to hit, leave the Blot on the lowest point you can, *e. g.*, Ace point in preference to Deuce point, and so on; because, if he hits you, it crowds his game, by compelling him to play on his low points (compare Hint 12).

12. Avoid carrying many men on to the low points in your own tables, as these men are out of play and the board is left open for your adversary.

13. In carrying the men home, carry the most distant man to your adversary's Bar point, next to the Six point in your outer table, and lastly to your Six point. By following this rule, as nearly as the throws admit, you will carry the men home in the fewest number of throws. When all are home but two, and you can play one of them on to an unoccupied point in your home table, you should do so if you thus put it within the power of a high throw to save a gammon.

14. When your adversary is bearing his men, and you have two men on a low point in his table, and several men in the outer table, it is advisable to leave a Blot in his table, because it prevents his bearing his men to the greatest advantage, and gives you the chance of hitting him if he leaves a Blot. But if, on calculation, you find that you can probably save the gammon by bringing both your men out of his inner table, do not wait for a Blot.

To make this calculation, ascertain in how many throws you can bring all your men home and bear one (a throw averaging seven points), and in how many throws he can bear all his men (on the assumption that he will bear two men at each throw). Doublets need not be considered, as this chance is equal for both players.

LAWS OF BACKGAMMON.

FURNISHING THE BOARD.

1. The game shall be played with fifteen men on either side.
2. The players shall determine by agreement which shall be the inner and which the outer table.
3. The white men shall be arranged as follows: Two on the Ace point of the inner table most remote from the player; five on the Six point of the outer table most remote from the player; three on the Deuce point of the outer table nearest the player; and five on the Six point of the inner table nearest the player. The black men in like numbers, shall occupy the points immediately opposite those above mentioned.
4. If a player begin to play with less than his proper number of men on the board, he cannot afterwards claim to place the man or men he has omitted.
5. If, at the outset of the game, any of the men shall be wrongly placed, either player may rectify the error before he has played; but after he has once played, he shall not be entitled to require such rectification. After both players have played, no rectification shall be made, save by mutual consent.

THROWING.

6. The dice must be thrown into one or other of the tables.
7. If either die jump from the one table into the other, or off the board, the cast is void, and the caster shall throw both dice again.
8. If either die fall so as to rest, wholly or partially, on the other die, on the bar or frame of the board, on either of the men, or in any manner other than with its under side in complete contact with the surface of the table into which it is thrown, the cast is void, and the caster shall throw both dice again.
9. The caster must call his throw before playing it.
10. If a die is touched while in the act of falling from the box, while still in motion on the board, the player not in fault shall be entitled to name the number that shall be played for such die.
11. If a die, even at rest, is touched before the caster has called his throw, and the throw be disputed, the player not in fault shall be entitled to name the number that ought to be played for that die.
12. Should the caster call his throw incorrectly, he must abide by the call, unless he shall have perceived and corrected the mistake before the dice are touched by either player.

13. If the caster, after throwing, touches one of his own men, unless for the purpose previously stated, of adjusting it, he must play such man, if it is possible to do so. If he shall have moved a man to any point, and quitted it, it shall remain on such point, subject to Law 14.

14. If a wrong number of points is played, the adversary may require the rectification of the error before he has again thrown; but after he has thrown, the move shall stand, unless altered by mutual consent.

15. The whole of a throw must be played, if it is possible to do so. If there are alternative modes of play, one only of which will enable the whole throw to be played, such alternative shall be adopted.

16. If either player bear off a man or men before he has brought the whole of his men into his home table, the man or men so borne shall be placed on the Bar, and re-entered in the adversary's table.

THE STAKES.

17. A hit shall entitle the winner to a single stake; a gammon to double, and a backgammon to treble,* the amount of the stake.

RUSSIAN BACKGAMMON.

This is a very pleasing game, and is preferred at many firesides to that which we have just described. Though played on the same board, with the same number of men, and the moves governed by throws of the dice in the same manner, it differs in some respects from that game. Instead of placing the men before commencing the game, as represented in the diagram on page 429, they are entered by throws of the dice, both players entering in the *same table*, which may be that at the left hand of either player; and both move in the same direction around the board to the opposite table. Thus, supposing the entering table to be White's *home* (see diagram, page 429), the moves would be through White's outer and Black's outer tables to Black's *home*.

The first entry is determined by each throwing two dice; the highest throw commences, and may be adopted for that entry, or another throw made.

* The stake is sometimes quadrupled for a backgammon, but the above seems the more reasonable rule.

The men are placed on the points of the entering table according to the numbers of the dice thrown, one man only for each number, except in the case of doublets.

When either player has his men all entered, he may commence moving them, in the direction already stated, to the opposite table, or home; but no move can be made by a player until all his men are entered.

The player who first bears all his men from the board wins. It may be a gammon, backgammon, or hit, the same as in the game of Backgammon.

The same rules apply as in the preceding game, to bearing the men after they are brought home, and also to men hit, which must be sent back to the entering table, and re-entered as at the commencement of the game.

Blots occurring in the entering table, while entering the men, are under the same rule as after the moves commence. Thus, if one player throws Six Deuce, he enters one man on each of those points; the other, throwing Six Ace, would take up the Six, placing his own man on that point, and enter one on the Ace point.

A peculiarity of this game is, that the player who is so fortunate as to throw doublets is entitled not only to four moves of the number thrown, but also to four moves of the number on the opposite side of the dice, and another throw of the dice in addition. Thus, if, in commencing the game, he throw two Sixes, he would place four men on the Six point, four on the Ace point, and throw again. If then he throw two Deuces, he would place four on the Deuce point, the remaining three on the Five point, and move one man five points on its course home, having still another throw left. In such a case as this, the adversary would have only two points open on which to enter his men; and most likely, before he succeeded in getting them all entered, the first player would have his men removed from the entering table, and well advanced on the march.

But in order to give a player the four additional moves by his doublets, he must be able first to complete those of the number thrown; and he will not be allowed another throw, unless he can move *all* the points to which he is entitled. For example: If he throws Threes doublets, he must first move his four Three points; then he will have the right to move four Four points; and if he succeed in this, he may throw again. If he cannot do it, that is his misfortune.

As both players move in the same direction, it would seem t. the

inexperienced player that he who has his men first entered, and gains the start in the movement towards home, must have a decided advantage over his adversary. But this apparent advantage is deceptive; because he who is in the rear has the chance of hitting Blots, and thus retarding his opponent's game, which the other has not; and it requires much skill and caution in him who has the advance to save his men, and carry them safely through. His object is to secure as many successive points as possible, so that his adversary will be unable either to pass or hit any of his men. As long as he can keep six successive points covered, and leave no Blots behind, he is perfectly safe; but as soon as he breaks up this barrier, the player in the rear gains the advantage.

The varying chances which doublets give the player in this game render it very interesting, and sometimes quite exciting; for it frequently happens that they suddenly reverse the fortunes, and enable the game to be won when otherwise it would seem hopeless.

The Russian game is easily learned, especially by any one familiar with Backgammon; all the calculations of chances on the dice, etc., applying equally well to either game.

CUTTING CARDS TO WIN OR LOSE.

In cutting cards, as a game by itself, and irrespective of any other game, the highest card cut wins, or the lowest loses, as the case may demand.

For instance: if it is to award the possession of any object of value, or to decide the winner, the highest card cut wins; ties of the highest card, cut over, the highest wins.

If it is to decide who is to pay for refreshments, or who is the loser, the lowest card cut loses; ties of the lowest card, cut over, the lowest loses.

In cutting, the value of the cards in descending rotation is as follows: King (highest), Queen, Jack, Ten, Nine, Eight, Seven, Six, Five, Four, Three, Two, down to Ace (lowest).

DOMINOES.

Dominoes are pieces of ivory or bone, usually with ebony backs. On the face of each piece there are two compartments, in each of which there is found either a blank, or black pips or spots from one to six.

The dominoes are thus named: Double-Six; Six-Five; Six-Four; Six-Three; Six-Two; Six-One; Six-Blank; Double-Five; Five-Four; Five-Three; Five-Two; Five-One; Five-Blank; Double-Four; Four-Three; Four-Two; Four-One; Four-Blank; Double-Three; Three-Two; Three-One; Three-Blank; Double-Two; Two-One; Two-Blank; Double-One; One-Blank; Double-Blank.

TO SHUFFLE AND DETERMINE THE FIRST POSE.

Shuffling the dominoes (also called *making*) is done by turning them face downwards on the table, and mixing them about with the fingers in such manner as to prevent the position of any given domino being known. Each player has a right to perform this operation.

The right to the first *pose*, or turn to play (also known as the "down"), has next to be decided, and this is usually done by each player drawing and turning up one domino, and the holder of the lowest number of points having the preference. The dominoes thus used are returned to the pack, and again shuffled with the rest. Each player then takes haphazard from the dominoes nearest to him the number appropriate to the game to be played, and these constitute his "hand". The remaining dominoes are called the *stock*.

BLOCK GAME.

Each player draws seven pieces. The highest double leads in the first hand, and after that each player leads alternately until the end of the game. There is no drawing. A player unable to match says, "Go," when his opponent plays again, and so on until a number is posed which the player who passed can match.

If any one is able to play his last piece while his opponent yet holds one or more of his, he cries, "Domino," and wins the hand.

If domino is made, the adversary scores all the pips on the pieces in his adversary's hand. If the game is blocked, the unplayed pieces in hand are shown, and the player holding the fewest pips

scores the number held by both added together. Thus: If A remains with Six-Five, and B remains with Four-Blank, Five-One, and the game is blocked, B scores twenty-one.

The pieces are then re-made, and a fresh hand is taken.

The player who first scores one hundred or more wins the game.

The Block game is sometimes played by four persons, two being partners against the other two, as at Whist. When played with partners, each takes six pieces, four remaining undrawn. When the game is blocked, the pips on the unplayed pieces of the partners are added together, and the lowest pair score against their adversaries as at the two-handed game.

DRAW GAME.

The Draw game is played in the same way as the Block game, with the addition that pieces may be drawn from the stock after the first pose has been made.

When a player whose turn it is to pose cannot match, he must draw from the stock until he takes a piece that will match or until the stock is exhausted.

After the lead, the player who has to pose may draw as many pieces as he pleases, whether he can match or not. The right of drawing, after the first pose, is *unlimited*. A player unable to match says, "Go," and his adversary must play if he can match.

The scoring and alternate leading is as at the Block game.

With some players, *all the pieces* are not allowed to be drawn, and the player is obliged to leave *two* dominoes in the stock.

The reason of this limitation is obvious. The player whose turn it is to draw might otherwise take the whole of the stock, and would thereby be enabled to calculate exactly what were the pieces of his opponent. With such knowledge, the increased choice of pieces, and the pose, he would play at a great advantage.

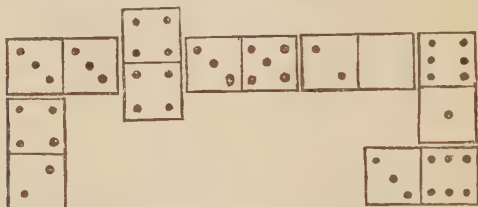
This point must be determined previous to beginning the game, otherwise the rule for unlimited drawing governs.

MATADORE GAME.

Each takes three pieces. The leader poses. His adversary has to match with a piece containing the complement of Seven at one end of the piece posed—*i. e.*, he must play a Six to a One, a Five to a Two, a Four to a Three, and *vice versa*. During the play, doubles only count the number of pips at one end.

There are four pieces (called *Matadores*), viz., Double-Blank, Six-One, Five-Two, and Four-Three. These may be played to any number already posed, with either end to either end, whether they match or not. They are the only pieces that can be played to a Blank.

The following diagram shows the way of posing at the Matadore game.



Although a Matadore may be played to any number, the converse does not hold. The opposing player can only follow with a piece making seven with one of the ends of the Matadore. Thus to Six-Ace a player must play either a One or a Six, to Five-Deuce either a Two or a Five, and so on. The holder of a Matadore may place it as he thinks best; his opponent can only play at the end exposed.

A player unable to match or pose a Matadore must draw until able to play; a player able to match or to pose a Matadore has the option of drawing or not, as at the Draw game. At least two pieces must be left in the stock. When the stock is exhausted all but two pieces, a player unable to match or pose a Matadore says, "Go," and his adversary must play if he can match.

In scoring, doubles count the number of pips on both ends, and the mode of scoring, and the alternate leading, is as at the Block game.

This game may be played by two, three, or four persons. When two play, there must be three pieces left undrawn, to prevent each from knowing exactly his opponent's hand. When more than two engage in the game, all the Dominoes may be drawn. The player who makes domino first counts the spots on the other hand or hands, and scores them towards game, which is one hundred or more, as agreed on before commencing the game.

If domino be not made before the drawing is ended, and a player cannot play in his turn, he must pass, and await his next turn to

play, but he must play if he can; the failure to do so deprives him of any count he may make with that hand.

If the game be blocked, and neither player can make domino, then the one whose hand contains the least number of spots wins, but his own hand does not count to his score.

The Blanks are very valuable at this game—the Double-Blank being the most valuable of all the Matadores, as it is impossible to make a Seven against a Blank; so that if you hold Blanks you may easily block the game and count.

When you have the worst of the game, and, indeed, at other times as well, guard against your adversary's Blanks, and prevent him from making them; which you may do by playing only those dominoes which fit with the Blanks already down.

Never play a Blank at the lead unless you have a Matadore or a corresponding Blank.

Keep back the Double-Blank till your opponent makes it Blanks all; you can then force him to play a Matadore, or compel him to draw till he obtains one. It is better to have a mixed hand.

BERGEN GAME.

Each player takes six pieces. When a Double is first posed, the player scores for a *Double-Header*. During the play, when the extremities of the posed cards match, a Double-Header is scored by the player making the last pose. Thus: Suppose A poses One-Two; B poses Two-Five; and A poses Five-One, making the extreme numbers both Aces or both Fives, A scores a Double-Header.

If a Double is posed when the extremities match, the player scores for a *Triple-Header*.



The two Aces in the annexed engraving show the Double-Header, and the Double-Ace added shows the Triple-Header.

A player must pose if able to match; if unable, he draws one piece. If he cannot match with this piece it is a "go", and his adversary plays or draws one piece, and so on alternately.

A player making domino scores; if the game is blocked, the one with the fewest pips scores, unless he holds a Double and his oppo-

nent does not, when the player without a Double scores. If both hold Doubles, the one with the fewest Doubles scores, without reference to the value of the Doubles. But if each holds the same number of Doubles, the lowest Double scores.

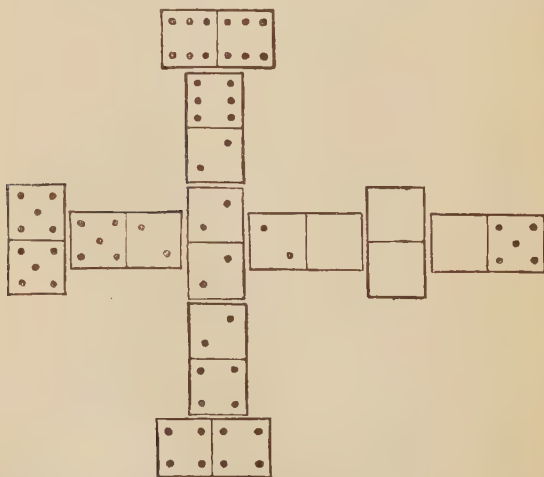
The scores are as follows (the game being one hundred up):—

Domino or Block-win	10
Double-Header	20
Triple-Header	30

A Double- or Triple-Header alone cannot win the game. When the player who poses a Double- or Triple-Header wants only twenty of game, he scores ten; when the player who poses a Triple-Header wants thirty of game, he scores twenty.

The Bergen game is often played as a round game by three or four players. With four players there is no drawing.

MUGGINS, OR ALL FIVES.



Two-handed, each player draws seven pieces; if three- or four-handed, five pieces. To open each game the highest Doublet leads;

afterwards, until the game ends, the lead is alternate, and any piece may be led. The first Doublet played is the "Sniff," and is playable on its sides and ends in the form of a cross. In the diagram, Double-Two was the "Sniff," and shows how 35 could be scored by the last player.

If the end-spots of a piece played added to all the other end-spots count five or any multiple of five, they are scored at once; Doublets count double:—thus Double-Four would count as eight. If a player fails to score his *fives*, his opponent can say "Muggins" and score them himself. If Double-Five is led, it scores 10; if Five-Blank is set to it, it also scores 10; if Double-Blank is next played, it again scores 10.

The player who makes Domino scores the spots held by his opponent. If the game is blocked, the player whose turn it is to play must draw all the stock. The holder of the least spots scores the spots held by the other player or players. The score is in even fives; for instance, 23 or 24 counts as 25; but 21 or 22 counts only 20. The game is won as soon as 100 points are scored.

DOMINO LOO.

The hand consists of five pieces. The dealer (or adversary of the leader) turns up a piece for trumps. Unless a Double is turned, the end having the greatest number of pips makes the trump suit.

The players do not pose; they play as at Loo. The leader plays a piece from his hand; his adversary plays to it. The two dominos so played constitute a *trick*. The winner of the trick leads to the next. The highest piece of the suit led wins the trick. The pieces rank in order as follows:—Trump suit (which wins other suits); Six suit; Five suit; etc.; down to Blank suit. The Double is the highest piece of each suit; the piece with the largest number of pips at its non-suit end wins pieces of the same suit with a smaller number. The leader to each trick announces the suit when he leads. Thus: If he leads Six-Five, and announces Six-Five, Six is the suit led; if he announces Five-Six, Five is the suit led. If a trump is led, the trump suit must be announced.

The rules of play are: Two trumps in hand lead one, otherwise any piece; lead a trump if able after winning a trick; follow suit to the piece led if able. A player is not obliged to win (or *head*) the trick, if he holds a losing piece that he can legitimately play.

If a player is not satisfied with his hand, he may take *miss*—*i. e.*, he may reject his pieces and take six others, and having looked at them may discard one, making his hand consist of five pieces. The dealer may exchange one of his pieces for the turn-up, or may take *miss*, rejecting his hand and the turn-up, but he cannot do both.

Each trick scores one. The game is fifteen up. A player who does not take any of the five tricks is *looded*—that is, he is set back five points; if he has no score, he owes five.

Domino Loo is often played by three or four players. When three play, there are two *misses* of six pieces each; when four play, there is only one *miss* of seven pieces (two being discarded). The deal goes to the players in succession to the left, and the players play to the trick in order to the left of the leader.

The score may be regulated as for two players; but a better plan is to form a *pool*. When played with a pool, each hand is a complete game in itself: each player contributes a stake divisible by five without a remainder; the dealer puts in twice the amount contributed by any one of the others, and each trick entitles the winner to a fifth of the amount in the pool. If any player wins no trick, he is *looded*, and has to contribute to the next pool as much as there was in the previous pool. When there is a loo the other players do not stake, with the exception of the dealer, who only stakes a single. In order to prevent the accumulation of large amounts in the pool, no one can be *looded* more than twenty with three players, nor more than twenty-five with four players.

When Domino Loo is played with a pool, each player has the option of *passing*—*i. e.*, he may throw up his hand without taking *miss*, when he only loses what he has contributed to the pool, and cannot be *looded*. Any one taking *miss* must play. If all pass but one, and the dealer wants to pass, he must play *miss* for the pool, or if no *miss* remains, he must play his hand for the pool—*i. e.*, any tricks he may win remain in the pool, and he cannot be *looded*. He must declare before playing his hand or before looking at *miss*, whether he will play for himself or for the pool. In default of a declaration, he is deemed to be playing for himself. If all pass up to the dealer, the dealer takes the pool.

DOMINO ROUNCE.

The pieces rank from Six to Blank, and the Doubles are the best of each suit, trump being superior to any other suit. The game be-

gins by "turning for trump", and he who turns the highest domino is trump-holder for that hand. The dominoes are then shuffled, and each player takes five pieces, when the player at the *right* of the trump-holder turns the trump, and the end of the piece having the greatest number of spots upon it becomes trump for that round. The players to the left of the trump-holder then announce in regular succession whether they will stand, discard their hand and take a dummy, or pass. When two or three play, there are two dummies, *i. e.*, misses of six pieces each; but when four play, there is only one miss of seven pieces, and the eldest hand has the privilege of taking it. When all the players pass up to the trump-holder, the last player may elect to give the trump-holder a score of five points instead of standing or playing *miss*. The trump-holder may, if he chooses, discard a weak piece and take in the trump turned, or he may discard his hand and take a dummy, provided there is one left; in which case he must abandon the trump turned. The player who takes a *miss* must discard so as to leave only five pieces in his hand. After the first hand, the trump passes to the players at the left in succession. The game begins at fifteen, and is counted down until the score is "wiped out", each trick counting one. The player who fails to take a trick with his hand is "rounced", *i. e.*, sent up five points. It is imperative that suit should be followed, and if in hand, trump led after trick as in Loo, but a player is not compelled to "head", *i. e.*, take a trick, when he cannot follow suit.

DOMINO EUCHRE.

This game is usually played by four persons. The pieces rank as follows: The Double of the trump suit is the Right Bower, and the next lower Double is the Left Bower. There is, however, an exception to this rule, for when Blank is the trump, it being impossible to have a lower Double than the Double-Blank, the Double-Six is adopted instead, and becomes the Left Bower. In this instance the lowest Double is Right Bower, and the highest Double is Left Bower. After the Right and Left Bower the value of the dominoes is governed by the number of spots following the trump. For instance, if Six is trump, the Double-Six is Right Bower, and the Double-Five is Left Bower, followed by Six-Five, Six-Four, Six-Three, and so on down to Six-Blank. If Ace be the trump, the Double-Ace is Right Bower, and the Double-Blank is Left Bower, the Ace-Six is next in value, the Ace-Five is next, and so on down

to the Ace-Blank. But when Blank is trump, the Double-Blank is Right Bower, and the Double-Six becomes Left Bower, the next trump in importance being Blank-Six, the next, Blank-Five, and so on down to Blank-Ace, which is the lowest trump. When a suit is not trump, the value of the pieces take rank from the Double of the suit in regular order, downwards.

At the beginning of the game the players usually draw to decide who shall turn up trumps; he who draws the lowest piece is entitled to the privilege, and is termed the dealer. When the dominoes have again been shuffled, each player draws five pieces, beginning with the eldest hand, and the dealer then turns up one of the remaining pieces for trump. That portion of the domino which has the highest number of spots upon it determines the suit of the trump. Thus, if Six-Ace be the piece turned, then Six is trump suit. After the first hand the privilege of turning trump passes to each player in succession. The eldest hand does not have the lead unless he exercises the privilege of ordering up, or making the trump. Only the player who takes the responsibility of the trump—that is, the player who takes up, orders up, assists, or makes the trump—has the right to lead; with this exception, Domino Euchre is like the card game of the same name, and the laws of the latter may be consulted to settle any dispute which may arise while playing the former.

DOMINO POKER.

In this game only twenty pieces are employed, the Double-Ace and all the Blanks being discarded. The hands rank in regular order from one pair up to the Royal Hand, which is the highest hand that can be held, as follows:

ONE PAIR.—Any two Doubles, Double-Six, and Double-Deuce will beat Double-Five and Double-Four.

FLUSH.—Any five of suit not in consecutive order: as, Six-Ace, Six-Three, Six-Four, Six-Five, and Double-Six.

TRIPLETS, or THREES.—Any three Doubles. The Double-Ace and Double-Blank being discarded, it follows that only one hand of Triplets can be out in the same deal.

STRAIGHT FOUR.—A sequence, or rotation of Fours: as, Four-Six, Four-Five, Double-Four, Four-Three, and Four-Deuce.

FULL HAND.—Three Doubles, and two of any suit: as, Double-Six, Double-Three, and Double-Deuce, together with Deuce-Four and Deuce-Ace.

STRAIGHT FIVE.—A sequence, or rotation of Fives.

FOURS.—Any four Doubles.

STRAIGHT SIX.—A sequence, or rotation of Sixes.

ROYAL HAND, or INVINCIBLE.—Five Doubles.

When none of the above hands are out, the best is determined by the rank of the highest leading pieces; thus a hand led by Double-Six is superior to a hand led by Double-Five, but a hand headed by Double-Deuce will beat Six-Five; and Six-Five will outrank Five-Four.

Domino Poker is governed by the same laws as the card game called Straight Poker, and is played in precisely the same manner; one game being played with cards and the other with dominoes; the hands consequently rank differently, but in every other particular they are identical.

BINGO.

This game is played as similarly to the card game of Sixty-six as the difference between dominoes and cards will permit. The rank of the pieces is the same as in other domino games, except that Blanks count as seven-spots. The Double-Blank, which is called Bingo, and counts for fourteen spots, is the highest domino, and will take the Double of trumps.

The game is played by two persons, and is commenced by each drawing for the lead, and he who draws the lowest piece has the lead. Each player then draws seven pieces, after which eldest hand turns up another piece, the highest spot on which is trumps. The player whose lead it is now plays, after which the lead belongs to the winner of the previous trick. It is not necessary to follow suit; a player may play any piece to a trick, without restriction of suit or value, even if trumps are led, and the two pieces thus played constitute a trick. The highest domino of the suit led wins the trick, but trumps beat all inferior suits.

After each trick the players each draw a piece from the stock of remaining dominoes, the winner of the previous trick first, and the loser next, continuing this operation until all the pieces are exhausted or one of the players turns down the trump domino, *i. e.*, "closes".

After the dominoes have been drawn from the stock, so that only one piece remains, the winner of the previous trick takes that piece, and his adversary the turn-up trump, and the play of the *last seven tricks* begins. The mode of play now changes. The second player must follow suit to the piece led, and it is compulsory to win the

trick. If the second player cannot follow suit, he must trump the trick if he can.

At any time, after taking a trick, and before the remaining stock of dominoes is exhausted, a player who thinks he can make seventy without further drawing may, when it is his turn to lead, turn down the trump domino. This is called *closing*.

If the player who closes fails to count seventy, his adversary scores two points.

The game consists of seven points, which are made in the following manner: The player who first counts seventy scores one point towards game; if he make seventy before his opponent has counted thirty, he scores two points; if before his adversary has won a trick, three points. If Bingo capture the Double of trumps, it adds at once one point to the winner of the trick.

The pieces count as follows to the winner of the trick containing them: The Double of trumps always twenty-eight; the other Doubles and all the other trumps according to their spots; the Six-Four and Three-Blank are always good for ten each, whether trumps or not; the other pieces have no value.

If a player have, at any time, two Doubles in his hand, he can, when it is his turn to lead, play one, show the other, and announce twenty points, which are added to his count as soon as he has won a trick. If he hold three Doubles, he counts forty; for four Doubles, fifty; for five Doubles, Sixty; for six Doubles, seventy points. If Bingo be among the Doubles held, it adds ten more to the count.

TIDDLE-A-WINK.

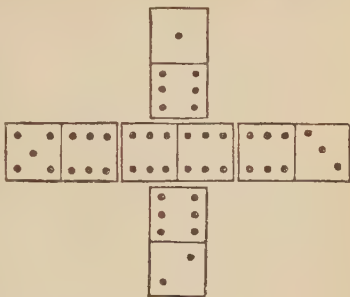
This game may be played by six or eight persons. Each player draws from the stock three pieces. The player holding the Double-Six leads it. If this piece is not out, the next highest Double leads.

The player of a Double, either at the lead or at any other part of the game, is entitled to play again if he can—thus obtaining two turns instead of one. The game then proceeds in the ordinary way, and he who plays out first cries Tiddle-a-wink, having won. In the event of the game being blocked, he who holds the lowest number of pips wins.

SEBASTOPOL, OR THE FORTRESS.

This is a four-handed game, each combatant playing independently. The whole of the dominoes are divided, and the holder of

the Double-Six leads, playing that piece. Each player in rotation must play a Six to this, or cry, "Go," in which case the opportunity passes to his neighbor, but no other number can be played during the first round. The first and second Six played are placed above and below the Double, the other two at right angles to it, forming "a cross", as shown in the diagram. After the first round, a player may play to any number which may chance to be open. In all other respects the Fortress resembles the Block game.



DOMINO POOL.

This is a very good game for three or more players. With three, each takes six pieces; with four, five pieces; with five, four; with six, three pieces. Each player makes an agreed contribution to the pool. The right to lead is decided by one or other of the methods already described, and the leader poses accordingly. The player to his left follows suit. If unable to do so, he passes, and the next player has the right to play. The game continues in this fashion till some player makes domino, or all are blocked. In such cases, the player making domino, or holding the smallest number of pips, clears the pool; if two players are equal, they divide.

The above is the simplest method of scoring, but sometimes the game is played a given number—say, one hundred up. A record is kept at the close of each hand of the number of pips in the hand of each player, and as each player's total reaches one hundred he passes out, and has no further interest in the game, the player last in being the winner. The player first out is sometimes permitted to "star"; *i. e.*, on making a fresh payment to the pool, to have his score put back to the same number as the player next in order. With four playing, the two first out are permitted to "star", as above.

The "drawing" principle is sometimes admitted at Domino Pool, a player who cannot follow suit being entitled to draw one piece from the stock, subject to the usual qualification that the last two pieces must not be drawn.

DICE.

In throwing Dice, and in all Dice games, it should be understood that Six is the highest Die (counting six) and Ace the lowest (counting one), the intermediate numbers on the face of the Dice ranking accordingly.

To constitute a *fair throw*, all the Dice must be thrown clean from the box and lie flat on the table. The Dice, when thrown, must not be touched, not even when at rest, until the result of the throw has been noted beyond all doubt.

A throw is *foul* or unfair: If one of the Dice rolls off the table and falls on the floor, if any one of the Dice be touched while rolling; if a Die is *cocked*, that is, remains tilted on edge against another Die or other obstruction; or if one Die rests flat on the top of another.

Foul throws must be thrown over again.

There are quite a number of Dice games in use, and are mainly devoted to prize-raffling, or to social games for refreshments.

The most simple of them all is that of

THROWING DICE.

Each player throws the three Dice three times, and the sum of the spots which are uppermost at each throw are added together and placed to the score of that player. Ties throw over again, if it be necessary to establish any result.

For instance: A is throwing Dice; at the first throw he makes Ace, Four, and Six, which added together count eleven. His second throw is Five, Two, and Three, together ten. Third throw, two Fives and a Four, making fourteen—the sum of eleven, ten, and fourteen, which is thirty-five, is counted to his score. And so with any number of players—the one who scores the highest winning the game. (*See Doctrine of Chances.*)

When articles are raffled, *i. e.*, put up at lottery, the future possession of them being decided by the use of Dice, the method usually adopted is that of THROWING DICE, and not RAFFLES, as the term used would seem to imply.

RAFFLES.

Three Dice are used, which are thrown by each player until he succeeds in throwing two alike; the first throw made containing a

pair counts its number of spots to the thrower's score. Triplets, or three alike, take precedence of pairs, so that three Aces (the lowest triplet) will beat two Sixes and a Five.

This is sometimes, by previous arrangement, played differently, triplets counting only as pairs—thus three Fives would be reckoned as fifteen points, and would be beaten by two Fives and a Six.

DRAW POKER

Is played with five Dice; each player having one throw, with the privilege of a second throw if he desire it. In the first throw all the five Dice must be thrown; the player can leave all, or as many as he pleases, on the table, then gather up such as do not satisfy him, and throw them again, it being understood that a player can throw twice if he pleases, but is not *obliged* to throw more than once if he be content with the result of the first throw.

The throws rank in the same manner as in the card game (*see* page 161), beginning with the lowest; one pair, two pairs, triplets, a full hand, four of the same. The highest throw is five alike, ranking in the order of their denomination, from six down to one; so that five Sixes make an invincible hand; this, of course, can only occur in the Dice game, while a flush occurs only in the card game.

It should be understood that Six is the highest and Ace the lowest, the intermediate numbers ranking accordingly.

Suppose A is throwing at Draw Poker, and the first throw consists of Five, Three, Six, Two, and Five. He will naturally leave the two Fives on the table, and throw again with the three remaining Dice; if this second throw is a lucky one, he may throw a pair of Twos and a Five—this will give him a full hand of Fives.

MULTIPLICATION.

This is played with three Dice, and three throws, as follows: The first throw is with three Dice; the highest one is left on the table, and the other two taken up and thrown again; the higher one is left, and the lower one taken up and thrown again. The spots on the two left on the table are added together, and their sum multiplied by the spots on the third, or last Die thrown; and this total placed to the score of the thrower.

Thus, we will suppose the player to throw as follows:

First throw, say Three, Two, and Five; the Five will be left on the table, and the Three and Two returned into the Dice-box for the

Second throw, say Four and Six; the Six will remain on the table, and the Four replaced in the Dice-box.

Third throw, say Three;

This will count thirty-three: thus, the sum of Five and Six, the Dice remaining on the table after the first and second throws, is eleven; this sum multiplied by three, the result of the third throw, makes thirty-three.

GOING TO BOSTON.

This is also played with three Dice, which are thrown precisely as in Multiplication. The difference is in the counting: the result of the last throw being added to, instead of serving for a multiplier of, the sum of the two remaining on the table. Thus, making use of the example of the last game, the thrower would count fourteen, the sum of five, six, and three.

CENTENNIAL.

This is played with three Dice by two or more persons, each scoring alone; or by partners, two or three on each side. The object is to score the numbers one up to twelve, in exact numerical order. When twelve is reached, the numbers are then wiped out in exact reverse order down again to one. The spots on any one of the Dice, or on any of them combined, are counted for the score. Each player throws in turn, continuing to throw until he fails to score. The numbers are scored in line, as they are made, each player or party having his own line to score. The first who succeeds in wiping out his entire line wins the game.

[EXAMPLE.—A commences and throws; he fails, however, to throw a 1. B follows, and throws a 1, 2, and 4. B scores 1 and 2; combines the 1 and 2, and scores 3; then the 4; then 5 for the 1 and 4; then 6 for the 4 and 2; then 7 for the 4, 2, and 1 all combined. B throws again, but fails to throw anything that will make 8.

A therefore plays, and throws, say, 1, 3, 5. A scores 1 only—there being no 2 thrown. A throws again, and the game proceeds.]

ACE-IN-THE-POT.

Any number of players can play at this game. Each player is supplied with two counters. In the center of the table a receptacle is provided, which is called the Pot. One of the players commences by throwing two Dice. If he throws an Ace, he puts one of his counters in the Pot; and if he throws a Six, he passes one counter

to his next left-hand neighbor. The other spots are of no value. Each player has one throw in regular rotation, provided he possesses a counter, and it goes round until all the counters but one have been played into the Pot. The holder of the last counter then has three throws; the Pot is closed, and nothing but a Six will enable him to get rid of his counter by passing it to his neighbor, who then has also three throws. This continues until the last holder fails in his three throws to throw a Six, and he is then declared winner or loser, as may have been arranged beforehand.

The Pot has always the preference during the open game, so that if a player has only one counter in a throw of Six Ace, the counter must go in the Pot, unless the Pot has been closed.

ROUND THE SPOT.

This is played with three Dice, which are thrown three times—the sum of the spots being thus reckoned: those spots only count which lay around a central spot, viz., the Three and Five ($\begin{smallmatrix} & \cdot & \\ \cdot & & \cdot \end{smallmatrix}$ and $\begin{smallmatrix} & \cdot & \\ \cdot & & \cdot \end{smallmatrix}$ being the only Dice having a central spot with other spots surrounding it), the Three-spot counting for two, and the Five-spot for four; thus it will be seen that Six, Four, Two, and Ace do not count at all; and therefore a player may throw three times and count nothing.

VINGT-UN WITH A DIE

Is played with a single Die, each player throwing it as many times as is necessary to get the sum of the spots, equal to or as near as possible, but not over, twenty-one. Throwing twenty-two or more *bursts* the player, depriving him of further participation in the game for that round. The thrower of twenty-one, or failing that, the nearest to it, wins the game; but where a forfeit is played for, the player who fails the most in approaching to twenty-one loses the game. We will suppose B playing at Vingt-un, and throws as follows, viz.: Six, Four, Ace, and Five; he now has sixteen, and should his next throw be a Five, he will be just twenty-one; but if his last throw, instead of Five, had been Six, it would have *burst* him, as he would be twenty-two.

HELP YOUR NEIGHBOR.

This amusing game is played with three Dice, and may be played by six persons, as follows:

The players throw in regular rotation. The first player, for example, throws 2, 4, 6, and as he has not thrown *one*, the number corresponding to his own, he scores nothing, but 6 being the highest number thrown, number six scores 6 points.

The second player now throws, and he throws 2, 3, 5; he therefore counts 2, and helps his neighbor five to 5 points.

The third player throws, and he throws three *Fours*, so he gets nothing, while his neighbor, number four, scores 4 points; the raffles counting 4 instead of 12.

Number four now plays, and throws 1, 3, 3, making nothing for himself, but 3 for number three, or the third player.

Number five being the next player, throws three Fives, which counts him 5 points.

Number six throws three Aces, which counts him nothing, but enables number one to score 1 point.

In this way the game proceeds until some one of the players wins the game, by making the number of points previously agreed upon. When the game is played for a pool made, the first man out wins, but if for refreshments, the last player out loses.

SWEAT, OR CHUCKER LUCK.

This game was formerly played on our Western rivers, upon race-fields, and at all large gatherings of men. The percentage of the game, when fairly played, is very strong, but the low gamblers who generally play it add to its strength by skillful cheating. It is played with Dice upon a cloth numbered thus :

1	2	3	4	5	6
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The money bet is deposited upon these numbers, according to the choice or fancy of the player. The bets being made, the "dicer" puts three Dice into a cup, shakes them up, and throws them upon the table; the numbers thrown win for the player, while the bank takes all the money not upon the fortunate numbers.

For example: If a bet be placed upon the 6, and one Six is thrown, the amount bet is paid; if two Sixes have been thrown, the bet is paid double, and triple if three Sixes have been thrown.

This constitutes the well-known game of "*Sweat*", over which many an unlucky player has *sweat* "more than the law allows".

BILLIARDS.

In former times the Billiard Table was provided with six pockets, one being at each corner, and one centrally on each side. This kind of Table is now used only for Pool games. The modern Table is constructed without pockets, and for match games measures ten feet in length and five in width.

In private houses and public Billiard rooms the Tables are smaller, being nine feet by four and a half; and frequently still smaller, measuring eight feet by four.

The following rules, governing the prominent games of Billiards and Pool, have been copied, by permission, from "A Complete Hand-book of Standard Rules," published by The Brunswick-Balke-Collender Co.

FOUL STROKES DEFINED.

Certain general rules defining foul strokes govern all games of billiards. It is a foul, and no count can be made:

1. If a stroke is made except with the point of the cue.
2. If the cue is not withdrawn from the cue-ball before the latter comes in contact with an object-ball. (This relates to what is known as the "push shot.")

PLAYING FROM INSIDE THE STRING.

3. If, when in hand, the striker plays at a ball that is inside or on the string line; or if, when in hand, he plays from any position not within the six-inch radius. No claim of foul, in either of these cases, can be made after the stroke. If the non-striker fails to warn the striker beforehand, the referee shall assume that the stroke was fair; and if the striker, having been warned, refuses to alter his play, unless he has meanwhile obtained from the referee a decision as to whether the ball was in or out, the referee shall assume that a foul was contemplated and perpetrated. A ball is outside the string when the point of contact with the table is outside the string line.

ONE FOOT ON THE FLOOR.

4. If, in the act of striking, the striker has not at least one foot touching the floor.
5. If the striker touches a ball while in motion; except in case of a ball which has come to a rest but which, without the fault of

the striker, moves before he can check his stroke. In this case, the ball so moving, and all other balls affected by the stroke, shall be replaced, and the player shall repeat his shot.

PLAYING WITH THE WRONG BALL.

6. If the striker plays with the wrong ball; except that should the foul be not claimed until he has made a second stroke, both strokes are valid, and he may continue with the wrong ball, or have the positions of the two whites reversed, as he may choose. The incoming striker in case the balls have not been reversed, shall have the same option, but until the balls are changed he must play with his opponent's ball; should he play with his own ball, without changing its position, it is foul. A player who has just used the wrong ball without detection is debarred from claiming foul if his opponent should in his turn play with the other white ball. Should both white balls be forced off the table, and the wrong ball is used in the next stroke, it is fair. A clean miss while using the wrong ball involves the same penalty as when the right ball is used.

TOUCHING EITHER A CUE-BALL OR AN OBJECT-BALL.

7. If the player touch the cue-ball more than once, or hinder or accelerate it in any other way than by a legitimate stroke of the cue; if he touch, hinder or accelerate an object-ball except by the one stroke of the cue-ball to which he is entitled. In case of a counting stroke, the foul, as above described, nullifies the count; and the incoming striker has the option to play on the balls as he finds them, or to have them replaced in position by the referee. The cue-ball touched before all the balls are at rest, after a carrom, nullifies that stroke; touched prematurely, or except with the point of the cue, after all the balls are at rest, affects the next stroke, and no count can be made.

PLAYING FOR SAFETY DEBARRED.

8. Touching any ball in any way is a stroke, and a second touch is foul. In such case there shall be no playing for safety. Should a player touch a ball before he is ready to strike, and afterward touch his own or any other ball, his opponent has the option of playing on the balls as he finds them, or of having them replaced.

BALLS ILLEGALLY DISTURBED.

9. If any ball be disturbed, hastened or hindered by any one but himself or his representative, whether the balls are at rest while he is aiming or striking, in motion after he has struck, or at rest after he has struck, and pending his again taking aim, the striker shall

have the option to play on the balls as he finds them, or to have them replaced. Should the disturbed ball be one on which he would seemingly have effected a count but for the interference, he shall have the option of repeating the stroke on balls replaced, or of being credited with a carrom and allowed to play either as he finds the balls or in the position they would have occupied, according to the judgment of the referee, had they not been disturbed.

AS TO "FROZEN" BALLS.

10. It is foul if the striker plays directly upon any ball with which his own is in fixed contact. In case of such contact the striker shall have the option of playing directly upon the ball with which his own is not in contact; or he may, by a masse stroke, play away from the balls, and on the return of the cue-ball effect a valid count, provided that in so doing the cue-ball first hits the ball with which it was not previously in contact; or he may play to a cushion, and on the return of the cue-ball may first hit either of the object-balls; or he may have the balls spotted and play from the string, as in the opening stroke of the game.

In the various cushion carrom games the option is to play to a cushion or spot the balls.

THINGS FORBIDDEN.

11. It is foul to place marks of any kind upon cloth or cushions as a guide to play; to practice the string shot for lead, as the balls, up to the moment of banking, shall not be hit by either player, and after banking shall not again be hit until the opening stroke is made. It is foul if the striker, in making a shot, is assisted in any way by any other person, except that the marker or referee may, at his request, hand him the bridge or the long cue, or move or hold aside the gas fixture.

12. It is a foul, and the striker cannot count on the ensuing shot, if a ball in play is lifted from the table, except in those cases in which it is provided that, because of foul or irregular strokes, the balls shall be transposed or replaced. In case a fly, or bit of chalk, or any other substance is attached to a ball, it may be removed, on request, by the referee or marker; but if it is at the base of the ball, or on the cloth where it cannot be seen, the referee must assume that it is not there, and the striker must play on and uncover the obstruction so that it may be gotten at without lifting the ball.

LIMIT TO DELIBERATE SAFETY PLAY.

13. Persistent playing for safety is not permitted. It is optional with the non-striker, should his opponent make a miss in each one of three successive innings, to accept the third miss, or to reject it

and require his opponent to hit at least one object-ball; and for this purpose the cue-ball shall be replaced by the referee. Should two balls be hit by this stroke there shall be no count.

14. Should a foul not be claimed until after the striker has made a second stroke, both strokes are valid; neither can a claim of "no count" be enforced after a second stroke has been made.

THREE-BALL CARROM GAME.

RULE I. The Three-Ball Carrom Game is played with two white balls and one red ball.

STRINGING FOR LEAD.

2. The lead and choice of balls are determined by stringing or banking; and the player whose ball stops nearest the cushion at the head of the table has the choice of the two white balls, and has the option of leading or requiring his opponent to lead.

Should the two white balls come in contact when stringing for lead, the player whose ball is clearly out of its true course, or whose ball strikes the red ball when on its proper spot, forfeits the lead. When the contact of the balls is equally the fault of both players, or when the balls come to rest at an equal distance from the head cushion, the players shall string again.

In the opening shot, or whenever the balls are spotted after a "freeze," the striker is in hand.

THE OPENING SHOT.

3. The red ball is placed on the spot at the foot of the table, and the white ball of the player not in hand, as already determined by the bank, is placed on the spot at the head of the table.

The player leading must place his ball inside the string and within six inches to the right or left of the other white ball; and must strike the red ball first in order to effect a count. On any other than the opening shot, and excepting when the balls are for any reason spotted, the striker may play upon either ball.

4. A carrom counts one, and consists in hitting both object-balls with the cue-ball. Failure to hit either of the object-balls constitutes a miss, and counts one for the opposing player. In a "dis-count" game a point so forfeited shall not be deducted from the score of the player giving odds.

BALLS JUMPED OFF THE TABLE.

5. When a player's ball jumps from the table after counting, the stroke counts, the ball is placed on its proper spot, and the striker plays from the spot upon either object-ball. The cue-ball,

when forced off the table by either a counting, or non-counting, stroke, is to be placed on the string spot if vacant; if the string spot is occupied the ball is placed on the red spot, and if both the other spots are occupied the ball is placed on the center spot.

The non-striker's ball, when forced off, belongs on the string spot, or, if this is occupied, on the red ball spot, or, if both these spots are occupied, on the center spot. When forced off the table, the red ball, if its own spot be occupied, goes first to the white spot, or, if that spot be occupied, to the center spot.

Should both white balls be forced off by a non-counting stroke, the ball of the incoming striker shall go on the white spot, and the other white ball on the red spot, or, if that is occupied, on the center spot; and the incoming striker may play upon any ball. In such case, should a player pick up and play with the wrong ball, the stroke is valid and he counts whatever is made; but at the conclusion of the run the white balls should be reversed in position.

STROKES ON WHICH NO COUNT CAN BE MADE.

6. If in the act of playing the player disturbs any ball other than his own, he cannot make a counting stroke, and cannot play for safety. Should he disturb a ball after having played a counting stroke, the count is void, his hand is out and the ball so disturbed is replaced. Should he touch his own ball previous to playing it is foul, his opponent scores one as for a miss, and the player cannot play for safety.

7. If the balls are disturbed by any agency other than the player himself, they must be replaced and the player allowed to proceed.

8. If, after having touched his ball, the striker commits a foul by giving a second touch, the balls remain where they stop, or are replaced in their previous positions as nearly as possible, at the option of his opponent.

9. When the cue-ball is in contact with another ("frozen" is the common term) the player may exercise either of the options specified in rule 10, Foul Strokes Defined.

10. When the cue-ball is very near another, the player shall warn his opponent that they do not touch, and give him time to satisfy himself on that point.

THE "CROTCH" BARRED.

11. The object-balls shall be considered crotched whenever the centers of both lie within a $4\frac{1}{2}$ inch square at either corner of the table, and when so crotched, but three counts are allowed unless one or both object-balls be forced out of the crotch. In case of failure the player's hand is out and his opponent plays with the balls as he finds them.

DUTIES OF THE REFEREE.

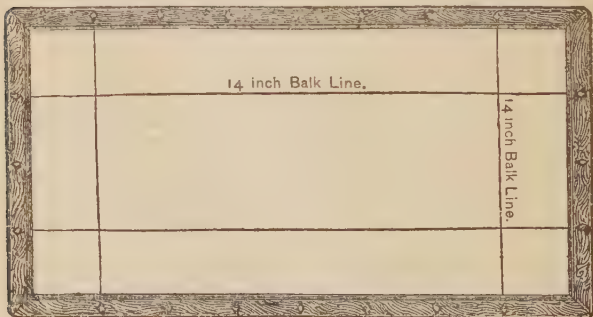
12. The referee has no voice except when appealed to by the players, who are the only persons authorized to appeal to him.

13. It is the duty of the referee to see that the points made by each contestant are properly scored. In order that this duty may be performed play must be suspended until points due have been marked up.

14. It is essential that the referee be at all times in a position to see and decide all disputed points, and for this purpose he should be close to the balls when every shot is played.

FOURTEEN-INCH BALK-LINE GAME.

The balk-lines are drawn, on a 5 x 10 table, from each of the first diamond sights on the end and side rails to the corresponding diamond sight on the opposite end or side rail. In the following diagram, the bed of the table shows the balk-lines drawn at 14 inches from the cushions. In the 18-inch balk-line game the lines are drawn 18 inches from the cushions.



In other respects the table is the same as that used in the three-ball game, with spots at either end for the red and white balls, and a centre spot for use when the other spots are occupied. The eight spaces defined by lines at the sides and ends of the table are the balk spaces. The large central space is not a balk, and there is no restriction as to the number of carroms that may be made therein.

In general, the rules of the Three-Ball Carrom game govern the Fourteen-inch Balk-line game. The special rules governing the latter are as follows :

SPECIAL BALK-LINE RULES.

1. The object-balls are in balk whenever both have stopped within any one of the balk spaces. In such case the marker shall call "in," and when one or both object-balls shall be driven out of a balk space, the marker shall call "out."
2. A ball on the line is a ball in balk. A ball is on the line only when its centre or point of contact with the table touches this line.
3. When two object-balls are on the same line, the striker shall have the option to determine in which balk they are to be called, and must then govern his play accordingly.

PLAYING IN AND OUT OF BALK.

4. But two shots are allowed when two object-balls are within the same balk space ; and unless on the second shot at least one of the object-balls is driven out of balk, this shot is void, the player's hand is out, and the incoming striker plays upon the balls as he finds them. If, on the second shot, the ball driven out returns to the same balk space, the rule applies as though it were in balk for the first time, and the player may continue in this way, sending a ball out and back, without further restriction under this rule.

OPTION AS TO "FROZEN" BALLS.

5. When the cue-ball is in contact with an object-ball ("frozen") the striker may exercise either of the options specified in rule 10, Foul Strokes Defined.

BALLS "IN ANCHOR."

6. The object-balls shall be considered as "In anchor" when the centres of both balls lie within a space $3\frac{1}{2}$ inches in width and 7 inches in length, defined on one side by the cushion and on the other three sides by lines marked with chalk, and of which space the balk-line, wherever it intersects a cushion, shall be the centre from left to right. When the balls are so "anchored" the striker may have two consecutive shots, but should he fail, on the second shot, to force one or more of the object-balls outside the "anchor" space, the second shot is void, and the incoming striker plays on the balls as he finds them. A ball driven out of and returning inside an "anchor" space is considered the same as "in" for the first time.

PLAYING RULES.

The playing rules of the Fourteen-inch Balk-line game, govern the Eighteen-inch Balk-line game with the following exceptions:

1. The lines are placed 18 inches from the cushions.

2. But one shot is allowed in balk and one shot in "anchor." Failure to drive at least one of the object-balls out of balk or "anchor" invalidates the stroke, no count can be scored, the striker's hand is out, and the incoming striker plays on the balls as he finds them.

AMERICAN FOUR-BALL POCKET GAME.

In the advance and development of billiards during the past thirty years, the Original American Four-ball game has fallen into almost total disuse. It is so seldom played that a brief mention of the points wherein it differs from the games of the present day will meet all requirements. It was played on a six-pocket table, and later on a four-pocket table. The counts were as follows:

Pocketing a red ball, 3; carroming on the red balls, 3; pocketing an opponent's ball, 2; carroming on red and white balls, 2.

Subsequently all carroms were of equal value and counted 1 each.

The penalties and forfeitures were as follows:

A miss, 1; pocketing the cue-ball after contact with a red ball, 3; pocketing the cue-ball after contact with a white ball, 2; pocketing the cue-ball without hitting any object-ball, 3; jumping the cue-ball off the table after contact with a red ball, 3; jumping the cue-ball off the table after contact with a white ball, 2.

CUSHION CARROM GAME.

In the Cushion Carrom game the general rules of the Three-ball game apply as to balls, spots, stringing for lead, playing from radius, ball forced off the table, foul strokes, penalty for miss, playing for safety, etc. The specific rules governing Cushion Carroms are as follows:

1. A counting stroke is complete when the cue-ball has touched one or more cushions before effecting a carrom, or when the cue-ball, after striking one object-ball, touches one or more cushions before striking the second object-ball.

2. In case of doubt whether the cue-ball has touched a cushion before striking an object-ball, the decision of the referee must be against the striker.

3. Each cushion carrom counts one for the striker. A miss of both object-balls counts one for the non-striker.

WHEN BALLS ARE "FROZEN."

4. When the cue-ball is in contact with ("frozen" to) an object-ball, the striker may play to a cushion from the ball with which the cue-ball is not in contact, or he may play direct to a cushion; or he may have the balls spotted as at the opening of the game.

5. When the cue-ball rests against a cushion, the striker cannot play directly at that cushion, but must touch at least one other cushion before completing a valid carrom.

THREE-CUSHION CARROM GAME.

The game of Three-cushion Carroms is governed by the general laws of billiards as already set forth, and the only particulars in which it differs from the game of Cushion Carroms are indicated in the following rules:

1. In order to constitute a valid carrom, the cue-ball must first have touched a cushion or cushions at least three distinct times before completing a count.

2. Each carrom counts one, and each miss counts one for the non-striker.

3. In the case of "frozen" balls, the option is to play away from the balls or to spot them as at the opening of the game.

4. When the cue-ball rests against a cushion, the striker cannot play directly at that cushion, but must touch at least three other cushions, either before or after contact with an object-ball, in order to effect a valid three-cushion carrom.

BANK SHOT GAME.

The rules distinctively pertaining to the Bank Shot Game are as follows, play being in other respects governed by the Three-ball Carrom rules:

1. In the lay-off shot, as in every other stroke, the cue-ball must touch at least one cushion before striking an object-ball.

2. When the cue-ball rests against a cushion, the striker cannot play directly at that cushion, but must touch at least one other cushion before completing a valid carrom.

3. When the cue-ball is "frozen" the striker has no option, but must play with the balls as he finds them.

4. In cases where it is doubtful whether the cue-ball touched a cushion before coming in contact with an object-ball, the decision of the referee must be against the striker.

POOL.

AMERICAN PYRAMID POOL.

The game of American Pyramid Pool is played with fifteen balls, numbered from 1 to 15 respectively, and a white cue-ball. The player opening the game plays from any point inside the string, and after the opening shot plays with the cue-ball as he finds it. Each ball counts one point, and in match or two-hand games, the player first scoring eight balls wins game.

THE RULES FOR PLAY.

1. In the opening stroke the cue-ball, aimed direct or as the result of a bank shot, must strike the pyramid with force sufficient to cause at least two object-balls to touch a cushion, or at least one object-ball to go into a pocket. Failure to do either forfeits the stroke and one ball to the table.

In case of a forfeit by a player having no ball to his credit, the first ball scored by him shall be placed on the deep-red spot, or as near thereto as possible. All balls pocketed on the opening stroke count, and need not be called.

In match or tournament games, when the player on the opening stroke fails to drive at least two balls to a cushion or one ball to a pocket, the balls are set up again, and the player forfeits one ball from his score, and must continue to play until he shall have made a legal leading stroke.

2. After the opening stroke the player must call the number of the ball he intends to pocket, but need not call the pocket. Should the called ball not be pocketed, no ball pocketed on that stroke is counted, but must be placed on the deep-red spot, or as near as possible on a line below it; the player's hand is out, but he incurs no penalty. Should more than one ball be called, and one or more thus called should not be pocketed, none can be counted. Failure to hit a called ball involves no penalty, provided any other ball be hit.

3. One ball is forfeited if after the opening stroke the player fail to pocket a ball, or fail to make at least one object-ball, or the cue-ball, after hitting an object-ball, strike a cushion. Should the player also pocket the cue-ball after failure as above described, he forfeits but one ball on the stroke.

4. When one or more balls, in addition to the ball called, are pocketed, the player is entitled to all pocketed.

5. When more than two players are engaged, the game is ended

when the balls remaining on the table are not sufficient to tie the next lowest score; and all that may be depending upon the game shall be decided in accordance with the standing of each player when pool is called.

6. A player forfeits one ball for making a miss, pocketing the cue-ball, forcing the cue-ball off the table, for failing as described in Rule 3, and for striking the cue-ball twice.

7. It is a stroke, and one ball is forfeited, if the striker touch the cue-ball with his cue and make a miss, or touch it with his clothing, or any other object.

8. A stroke made when any ball is in motion is foul, one ball is forfeited, and the incoming striker may either have the balls replaced or play as he finds them.

9. When the cue-ball is struck twice, the balls disturbed in consequence of the second stroke shall be replaced, or the incoming striker, if he choose, may play as he finds them; the striker forfeits one ball.

10. The Rules of Continuous Pool for the Championship, and of the Three-ball Carrom Game, except as above specified, govern this game also.

THE GAME OF CONTINUOUS POOL.

For the Championship.

Continuous pool, so called from the system of scoring the game, differs from any other Game of ball pool heretofore in vogue. Unlike 61- or 8-ball Pyramid Pool the scoring of the game is continued until all the balls in each frame have been pocketed and the game may consist of any number of balls or points up which may be agreed upon. Each ball pocketed scores one point for the striker and the game is usually scored upon the string of buttons over the table as in regular billiards. Penalties are paid through deducting points from the offending player's score or string of buttons, instead of forfeiting a ball to the table as in regular pyramid pool.

In playing a long game of more than one night's duration, when a player shall have scored the agreed upon quota for the night, play must be continued until all the balls of the final frame have been pocketed, and each player must be credited with the balls which each shall pocket in the aforesaid final frame.

On the final night of a match, playing shall cease as soon as the leading player shall have scored or pocketed a sufficient number of balls to be declared winner of the match.

THE GAME.

The game of Continuous Pool is played with fifteen numbered balls and one white ball, not numbered. The latter is the cue-ball and the player plays with it from within the string at the head of the table, at the opening of the game, at any of the numbered balls, and afterward as he finds it on the table, his object being to pocket as many of the numbered balls as he can. The fifteen balls are numbered from one to fifteen respectively, and are usually colored, but the numbers on the balls are simply used for convenience in calling the number of each ball which the player intends to pocket, and do not in any way affect the score of the player. Before commencing the game these fifteen balls are placed promiscuously in the form of a triangle upon the table, a triangular frame being employed for this purpose, to insure correctness. The highest numbered balls must be placed nearest the apex of the triangle and the lowest numbered at its base; the 15-ball must be placed at the apex and must rest on the spot known as the red-ball spot in the regular Three-ball Game of Billiards, and the 1 and 5 balls at either corner of the base of the triangle.

The string line occupies the same place on the table as it does in the Three-ball game. Each and every ball counts one point, and the game shall consist of any given number of points, to be mutually agreed upon.

RULES FOR PLAY.

1. In match or tournament contests the game is begun by banking, the same as in the Three-ball Carrom Game. The winner of the lead has the option of playing first himself from within the string at the head of the table, or he can compel his opponent to play first from the same place. For convenience, two white balls of the same size as the pool balls may be provided for banking.

2. The player who makes the opening stroke must play from within the string at the head of the table and must drive two or more object-balls to a cushion, or cause at least one object-ball to go into a pocket. Should he fail to do either, the balls are to be set up again; he forfeits two points, and must continue to play until he drives two or more object-balls to a cushion, or at least one object-ball into a pocket. Each failure causes him to forfeit two points.

In match or tournament games the player making the opening stroke must call the ball or balls to be pocketed in order to effect a count.

3. Before making a stroke the player must distinctly call the number of the ball he intends to pocket, and unless he does so the ball pocketed does not count for him and must be placed on the

deep-red spot; or, if that be occupied, as near on a line below it as possible. The player loses his hand, but does not forfeit any points, and the next player plays. Should he call more than one ball, he must pocket all the balls he calls, otherwise none of them can be counted for him. A player is not required to pay a penalty for failure to move or hit a called ball provided he hits any other ball or balls on the table.

[*Note to Rule 3.* - By an agreement entered into by the players in the World's Championship Tournament in March, 1893, it was stipulated that in match or tournament games a ball falling in a pocket, other than the one for which it is obviously intended, according to the judgment of the referee, does not count.]

4. After the opening stroke each player must either pocket a ball or make at least one object-ball or the cue-ball, after contact with an object-ball, strike a cushion, under penalty of forfeiture of one point.

5. Should the player pocket, by the same stroke, more balls than he calls, he is entitled to all the balls he calls and all the other balls pocketed by the stroke.

6. All strokes must be made with the point of the cue, otherwise they are foul.

7. A forfeit of one point is deducted from the player's score for making a miss, pocketing his own ball, forcing his own ball off the table, failing to either make an object-ball strike a cushion or go into a pocket, or the cue-ball to strike a cushion as provided in Rule 4, and for striking his own ball twice.

8. A ball whose centre is on the string line must be regarded as within the line.

9. If the player pocket one or more of the object-balls, and his own ball go into a pocket or off the table from the stroke, he cannot score for the balls, which must be placed on the spot known as the deep-red spot; or, if it be occupied, as nearly below it as possible, and on a line with the spot, and the player forfeits one point for pocketing his own ball or driving it off the table.

10. A ball going into a pocket and rebounding onto the table must be regarded in the same light as if it had struck a cushion, and is not to be counted as a pocketed ball. It retains its place where it comes to rest upon the table. An object-ball forced off the table, or forced off and rebounding from some object foreign to the table, must be replaced upon the deep-red spot; or, if that be occupied, on a line below it and as near as possible. If it is the cue-ball, it is to be regarded as being off the table and in hand. The gas-fixture or other apparatus for lighting, when placed directly over the table, shall not be considered a foreign object, and should a ball striking a fixture rebound to the table, it must retain its position where it comes to rest.

11. A ball resting on the cushion must be regarded as off the table.

12. When the cue-ball is in hand, the player may play from any place within the string at any object-ball outside of it; but he is not allowed to play directly at an object-ball which is within the string. Should none of the object-balls be outside, that ball which is nearest outside the string should be spotted on the deep-red spot, and the player may play at it.

13. Should the striker touch the cue-ball with the point of his cue, or should he touch it with any other part of the cue except the point, or with his clothing, or anything else, it shall be accounted a stroke. The striker loses his hand, forfeits one point, and the next player plays.

14. Should the player touch an object-ball with the point or any other part of the cue, or with his clothing, or anything else, the ball so disturbed is to be replaced by the referee in its original position. The striker loses his hand only and the next player plays.

15. A counting stroke cannot be regarded as being completed until all balls set in motion by the stroke have come to rest.

16. A stroke made when any of the balls are in motion is foul. Should such a stroke be made, the balls are either to be replaced or left as they come to rest, at the option of the next player, and the next player plays. The striker loses his hand and forfeits one point.

17. Should the player strike his own ball twice he forfeits one point, and the balls disturbed in consequence of the second stroke are to be placed by the referee in the position they occupied before the first stroke, or left as they are when they come to rest, at the option of the next player. The striker loses his hand, and the next player plays.

18. Should the balls, or any of them, on the table be accidentally disturbed by any other person or cause than the player, they are to be replaced as nearly as possible in their original position, and the player may continue.

19. Push shots are allowed; that is, it is not necessary to withdraw the point of the cue from the cue-ball before the latter touches the object-ball. When the cue-ball is in contact with another ball, the player may play directly at the ball with which it is in contact, or directly from it, and the latter play shall not be recorded as a miss, provided a cushion is struck, as specified in Rule 4.

20. When the striker is in hand, should he play from any position not within the string line, without being checked previous to the stroke being made, any score he may make from such stroke he is entitled to; but if he is checked before making the stroke, and then makes it, it does not count for him, his hand is out and the next player plays, and all balls disturbed by the stroke must be replaced or left as they are, at the option of the next player.

21. It is foul, and the striker forfeits one point, if, while in the act of striking, he has not at least one foot on the floor.

22. Should the striker, by a clear, fair stroke of the cue, pocket a ball and, after the stroke, move, touch, or foul one or more of the object-balls, he is entitled to the pocketed ball and loses his hand only because of the foul, and the next player plays.

23. Should a ball that has come to a standstill move, without apparent cause, while the player is preparing to strike, it must be replaced. Should it move before he can stop his stroke, it and all the other balls set in motion by the stroke must be replaced, and the player shall repeat his stroke, inasmuch as, but for the moving of the ball, he might have counted where he missed or missed where he counted.

[*Note to Rule 23.*—Should a ball after having come to a standstill and then resting on the edge of a pocket fall into the pocket without being hit by another ball, it must be replaced by the referee, or by the marker through the direction of the referee. Should it so fall into a pocket while the striker is in the act of taking aim, or should it so fall into the pocket after the striker has delivered his stroke and before his ball, or an object-ball set in motion by the stroke, hits said ball, it and all other balls set in motion by the stroke must be replaced by the referee, or by the marker through the direction of the referee, as near as possible to their original positions, and the striker is entitled to play again. A ball must be positively hit by another ball before it can be reckoned as a pocketed ball, and should the vibration of the table, through the rolling of the balls, or through atmospheric influences or any other causes other than by being positively hit by another ball through a fair delivery of the cue, cause a ball resting on the edge of a pocket to fall into it, that ball must be replaced by the referee or marker and cannot be reckoned as a pocketed ball.]

24. Should a player make three scratches or forfeitures of points in succession he shall forfeit every ball remaining on the table to his opponent, except as provided in Rule 2.

25. Under these rules no player is allowed to withdraw before the game is played out; by so doing, without sufficient cause, he forfeits the game.

26. In case of a scratch or forfeiture the claim for such must be put in before another strike is made, otherwise it cannot be recorded against that player later in the game.

27. A light pencil mark is to be drawn from the deep-red spot directly back to the centre diamond on the end rail, also across the string line. This rule is for convenience and absolute accuracy in spotting and placing the cue-ball.

28. The player scoring the last ball of each frame has the option of leading in the succeeding frame or making his opponent lead.

29. There shall be no unnecessary delay on the part of a player, and an opponent may appeal to the referee in case of such delay, who will place a reasonable time limit on the player. This rule is particularly favorable to spectators, who dislike a tedious game.

30. An opponent must stand at least four feet from a player and the table. Protests may be made if a player stands in front of another whose turn it is to play or in such proximity as to disconcert his playing, also against loud talking or advice from either spectator or opponent.

PROTESTS.

1. The player may protest against his adversary's standing in front of him, or in such close proximity as to disarrange his aim.
2. Also, against loud talking, or against advice being given by any person whomsoever, or any other annoyance by his opponent, while he is making his play.

THE GAME OF FIFTEEN-BALL POOL FOR THE CHAMPIONSHIP.

The game of Fifteen-ball Pool is played with fifteen numbered balls, and one white ball not numbered. The latter is the cue-ball, and the player plays with it from within the string at the head of the table, at the opening of the game, at any of the numbered balls, and afterward as he finds it on the table, his object being to pocket as many of the numbered balls as he can, the number on each ball he pockets being scored to his credit; so that not he who pockets the largest number of balls, but he whose score, when added up, yields the largest total, wins the game. The fifteen balls are numbered from one to fifteen, respectively, and are usually colored. Before commencing the game these fifteen balls are placed in the form of a triangle upon the table—a triangular frame being employed for this purpose to insure correctness. The ball numbered fifteen is so placed upon the table as to form the apex of the triangle, pointing upward toward the head of the table, and in forming the triangle the fifteen-ball should rest as nearly as possible upon the spot known as the deep-red spot in the Three- or Four-ball Games. The other balls should have their places in the triangle so that the highest numbers shall be nearest the apex, the lowest numbers forming the base.

The string line occupies the same place on the table as it does in the Four-ball Game.

The numbers on the balls pocketed count for the player who pockets them fairly, and as the sum total of all the numbers on the fifteen balls amounts only to one hundred and twenty, of which sixty-one is more than one-half, when only two persons are playing whichever makes the latter number first is the winner of the game.

RULES GOVERNING ALL CONTESTS.

1. Should the player making the opening stroke fail to make at least two of the object-balls strike a cushion, or at least one object-ball go into a pocket, he forfeits three points and the next player plays. In the opening stroke all balls pocketed count for the player, and he is not required to call any ball on this stroke.

In match or tournament games, when on the opening stroke the player fails to drive at least two object-balls to a cushion, or to pocket at least one object-ball, the balls are set up again, and he forfeits two scratches, or six points, and must continue to play until he drives two or more object-balls to a cushion, or at least one object-ball to a pocket. For each failure so to do he forfeits six points.

2. After the opening stroke each player must either pocket a ball, make an object-ball strike a cushion or the cue-ball strike a cushion after contact with an object-ball, under penalty of forfeiture of three points. Three forfeitures in succession lose the player making them the game.

Should the striker pocket the cue-ball during the game, and by the same stroke fail to drive one or more balls against a cushion or into a pocket, he forfeits three only for the pocketing of the cue-ball.

3. When two players only are engaged in a game, and one player's score amounts to more than the aggregate numbers on the balls credited to the other player, added to that remaining on the table, the game is ended, the player whose score is higher than this total wins. But when more than two players are engaged the game is ended only when the aggregate of numbers of the balls remaining on the table do not amount to enough to tie or beat the next lowest score. It is the duty of the game-keeper to proclaim it when a game is won.

4. A forfeiture of three points is deducted from the player's score for making a miss; pocketing his own ball; forcing his own ball off the table; failure to make the opening stroke, as provided in Rule 1; failure either to make an object-ball strike a cushion or go into a pocket, as provided in Rule 2; playing out of his turn, if detected doing so before he has made more than one counting stroke; striking the cue-ball more than once; making a stroke when any of the balls are in motion; failing to have at least one foot on the floor while in the act of striking.

5. In a match or tournament game a tie game is reckoned as void, and must be played over to determine the winner.

6. The rules of the Three-ball Carrom Game and of the Game of Continuous Pool for the Championship, when not conflicting with the above rules, govern this game also.

CHICAGO POOL.

This game is played with the numbered pool balls from one to fifteen and a white cue-ball, as in Fifteen-ball Pool, the object being to play upon and pocket the balls in their numerical order.



The table is laid out for the game by placing the 1-ball against the end cushion at the first right-hand diamond sight at the foot of the table, as seen in the diagram; the 2-ball is placed at the center diamond sight on the same cushion; the remaining thirteen balls are placed in the order of their numbers at the succeeding diamond sights, as shown in the diagram. All things being equal, it is immaterial which way the numbers run in setting the balls, for they may also be set so that the 1-ball is placed on that diamond sight which, when standing at the head of the table and looking towards the foot or lower end, appears as the left-hand diamond sight on the end rail, with the 3-ball placed at the right, etc.

The three sights on the end rail at head of the table are not occupied by any ball.

In opening the game, the order of play is determined by throwing out small numbered balls, as in Fifteen-ball Pool, and he whose first play it may be strikes the cue-ball from any point within the string-line.

The opening stroke *must* be to strike the one-ball. If that ball is holed, it is placed to the credit of the player, and he continues his hand until he fails to score, but in continuing he must play each time upon the ball bearing the lowest number on the table. After playing upon that ball, however, should any other be pocketed by the

same stroke, irrespective of its number, it shall be placed to the player's credit so pocketing it.

If the line of aim at the ball required to be hit is covered by another ball, the player may resort to a bank play or *masse*, etc., but should he fail to hit the required ball, he forfeits three, receiving a scratch.

Should a ball be holed by a foul stroke, it is replaced upon the spot it occupied at the opening of the game, but should it be the 8-, 9-, 10-, or 11-ball so holed, they being within the string, and the cue-ball in hand, then the balls specified are to be placed upon the pyramid or red-ball spot, or, should that be occupied, as near to it as is possible, as in Fifteen-ball Pool.

The player having the lowest aggregate score is required to pay for general refreshment for all in the game. The player having the second lowest score pays for the game.

The rules of Fifteen-ball Pool govern Chicago Pool, except where they conflict with the foregoing rules.

HIGH-LOW-JACK GAME.

This game is played with a set of balls the same as used in Fifteen-ball Pool.

Any number of persons may play, the order of play being determined by the rolling of the small numbered balls.

The fifteen-ball is High; the one-ball is Low; the nine-ball is Jack; and the highest aggregate is Game. Seven points generally constitute a game.

In cases where players have one and two to go to finish Game, the first balls holed count out first, be they High, Low, or Jack.

In setting up the pyramid, the three counting balls—High, Low, Jack—are placed in the center, with High at the head of the three named balls, the other balls as in regular Fifteen-ball Pool.

When players have each one to go, instead of setting up an entire frame of pyramids, a ball is placed at the foot of the table, in direct line with the spots, and at a distance from the lower cushion equal to the diameter of another of the pool balls. This ball must be pocketed by banking it to one or more cushions. The player who pockets the ball wins the game.

The rules of the game of Fifteen-ball Pool for the championship, not conflicting with any of the foregoing rules, govern this game also.

RULES OF BOTTLE POOL.

The game of Bottle Pool is played on a pool-table with one white ball, the 1- and 2-ball, and pool-bottle. The 1- and 2-balls, respectively, must be spotted at the foot of the table, at the diamond nearest each pocket, and the pool-bottle standing on its neck on the bottle spot in the center of the table.

COUNTING.

Carrom on the two balls counts	.	.	.	1 point.
Pocket the 1-ball counts	.	.	.	1 point.
Pocket the 2-ball counts	.	.	.	2 points.
Carrom from ball and upsetting bottle counts	.	.	.	5 points.

1. Any number of persons can play, and the rotation of the players is decided as in ordinary Pool.
2. The game consists of thirty-one points.
3. Player No. 1 must play with the white ball from any point within the string at the head of the table, at either the 1- or 2-balls at his own option.
4. The player having the least number of points at the finish of the game shall be adjudged the loser.
5. The player who leads has to play at one of the object-balls before he can make a carrom on the pool-bottle.
6. A player who makes more than thirty-one points is burst, and must start his string anew; he does not lose his shot, and all that he makes in excess of thirty-one points counts on his new string.
7. If a player carrom on the bottle from any of the balls, in such a way as to seat the bottle on its bottom, he then wins the game, without further play, under all circumstances.
8. If the 1- or 2-ball touches the bottle, and the bottle is in the same play knocked over or stood on bottom by the cue-ball, it does not count to the player's credit.
9. If the player forces the bottle off the table or into a pocket, the bottle must be spotted on its proper spot in the center of the table, the player loses his shot and forfeits one point, and the next player plays.
10. The player may play with the tip of the cue or the butt of the cue, at his own option, but he cannot use the bridge.

11. After the ball is pocketed, if it be the 1-ball it must be spotted on the red-ball spot at the foot of the table; if that be occupied, the ball shall then be spotted at the 1-ball spot at the diamond; if that be occupied, it shall then be spotted at the 2-ball diamond. This same rule shall govern the spotting of the 2-ball also.

12. The player making a foul stroke shall lose his shot, and shall also forfeit one point if he has points to his credit.

I. A foul stroke shall be when the player misses both object-balls.

II. When the player misses both balls, and knocks down the bottle.

III. When the player knocks down the bottle with his cue or person.

IV. When the cue-ball is forced off the table.

V. When the bottle is forced off the table or into a pocket.

VI. When the player knocks down the bottle with the cue-ball before coming in contact with an object-ball first.

VII. If the player has not at least one foot touching the floor.

13. Whenever the bottle is knocked over by a carrom or an object-ball, and the bottle cannot be spotted on its neck without coming in contact with an object-ball, the bottle shall then be spotted on its proper spot; if that be occupied, it shall then be spotted on the red-ball spot; if that be occupied, on the white-ball spot.

14. When a player in playing knocks the bottle off the table or on to a cushion with one of the object-balls, the player does not forfeit a point, but forfeits his shot and the next player plays.

15. Whenever the bottle spot is occupied by an object-ball, and it is necessary to spot the bottle, the bottle shall then be spotted on the red-ball spot; if that be occupied, on the white-ball spot.

16. If a player has made thirty-one points, he must proclaim it before the next stroke is made, for which purpose a reasonable delay must be allowed for calculation, more especially in the latter portion of the game; but if a player has made thirty-one points and fails to announce it before the next play, he then cannot proclaim the fact until the rotation of play again comes round to him; in the meanwhile, if any other player makes thirty-one points and proclaims it properly, he is entitled to the pool, wholly irrespective of the fact that the number was made, though not proclaimed before.

PIN POOL.

The table for the game of Pin Pool is provided with two white balls and one red ball, and five wooden pins set in diamond shape, these pins having a value according to the spots they occupy. The pin spots on the table are shown in the following diagram :



The centre, or 5 pin, is black, and the other pins of light, natural wood. Numbers for the outside pins should be chalked on the cloth. The red ball occupies its natural spot as in the three-ball game, and the second white ball occupies a spot, called the pin pool spot, at the foot of the table, 3 inches from the centre diamond or the end rail. The pin spots are placed a sufficient distance apart so that a ball may pass between without touching the pins. After the order of play has been determined, as in Fifteen-ball Pool, each player receives a small numbered ball, the number on which should be known only to himself. Pool consists in knocking down pins of a value which, when added to the number on the concealed ball, makes a total of 31. For example, a player drawing the 16 ball needs 15 for pool. The player first getting and proclaiming 31 wins the pool.

1. Carroms from ball to ball count nothing. For a clean miss or a ball jumped off the table there is no forfeit other than the stroke itself. In such case the ball is placed on the pin-pool spot at the foot of the table, or, if this spot be occupied, then on the nearest unoccupied spot.

2. The player leading off plays from any point within the string, and may play upon either red or white ball, or, in lieu of any other stroke he may place the cue-ball upon the string spot.

COUNTING STROKES.

3. Succeeding players may play with and upon either ball. A counting stroke is made either by the cue-ball carroming from an object-ball on the pins, or by the driving of an object-ball into the pins.

4. Pins knocked down (except as provided in Rule 3) do not count; the pins are replaced, and the player's ball is placed on the pin-pool spot at the foot of the table, or, if this spot be occupied, then upon the nearest unoccupied spot. Provided, that when balls are in contact ("frozen"), the player may play with either ball so touching, and play direct at the pins, and any count so made is good.

NATURAL, OR RANCHE.

5. When on one stroke, by the aid of the cue-ball or object-balls, the four outside pins are knocked down and the centre pin is left standing, it is called a Natural, or Ranche, and the player making the stroke wins the pool regardless of the count previously to his credit.

CONDITIONS AS TO BURSTS.

6. When a player has knocked down pins which, added to his numbered ball, exceed 31 (except as provided in Rule 5) he is "burst," and his score is reduced to the number on his ball. If pool is not made before his turn to play comes again, he may, upon compliance with conditions agreed upon prior to the beginning of the game, exercise the privilege of drawing another ball, retaining his first ball until his choice is made between the two; but the ball discarded he must return to the game-keeper before making another shot, as in case of retaining more than one ball he cannot win a pool. A player who bursts and re-enters as above described retains his original place in the order of playing.

7. Should one or more of the pin spots be occupied by any one of the balls, the pin must remain off the table until the spot is again uncovered.

POOL MUST BE PROCLAIMED.

8. When pool (31) has been made, it must be proclaimed before the next player's stroke is made, and after each shot reasonable time shall be allowed for calculation; but if a player, having made 31, fails to announce it before the next stroke is made, he cannot claim pool until his turn to play comes again, and if in the meantime pool is made and properly proclaimed, the player so making and proclaiming it is entitled to the pool, regardless of the fact that pool has been previously made and not proclaimed.

9. A pin shall not be counted unless (1) it has been knocked down, or (2) removed entirely clear of the spot on which it stood, though remaining perpendicular. In any other case the pin must be replaced on its spot.

PLAYING OUT OF TURN.

10. A count is void if made by a player playing out of his turn, but may be scored against the player if he thereby bursts, except that, in case he was called upon to play by some one of the players or by the marker, he cannot be burst by the stroke, and is entitled to play when his turn comes.

11. Pins do not count if knocked down by a ball whose course has been illegitimately interfered with, nor if knocked down by any other ball set in motion by the same play. Pins knocked down by a ball set in motion by a stroke on which another ball jumps off the table must be reckoned. Should the striker intentionally interfere with any ball after it is in motion, he shall be burst, regardless of his count.

CORRECTION OF THE SCORE.

12. The player must see to it that he is credited by the marker with pins made after each stroke, and, unless by consent of all the players, no correction of the score shall be made after a succeeding stroke has intervened.

13. Unless his ball be deposited in its proper place in the board, a player shall not be entitled to pins knocked down by him.

14. A player must look after his own interests, and if he plays before one or more of the pins be spotted, the stroke is void and his hand is out.

15. Should one or more of the small balls be missing, the game-keeper shall announce the fact, and pool cannot be won on a missing ball.

16. Pins do not count if knocked down by a ball in any manner interfered with, or as the result of any unfair or irregular stroke or action on the part of the player, except as provided in Rule 11.

17. Pins do not count if knocked down by a player in the act of striking or otherwise than by the ball played with or at; in such case the stroke is forfeited and no pins are counted.

18. All points not herein provided for are to be referred to the game-keeper, whose decision shall be final.

PINOCLE.

*From Foster's "Complete Pinocle," Copyright 1907,
by Dick & Fitzgerald.*

Pinocle is essentially a German-American game, and like all other games which have gradually grown into popular favor, the method of play and the laws which govern it have hitherto varied in many important points, and it becomes necessary to introduce uniformity in rules of play by the consensus of expert authorities and in strict accordance with modern usages. This has been successfully accomplished by Mr. R. F. Foster, whose thoroughly

modernized work on Pinocle forms the basis of the directions for play here given.

THE LAWS OF PINOCLE.

THE DEAL.

1. Pinocle is played with two packs of twenty-four cards each, shuffled together; the rank of the cards being Ace, Ten, King, Queen, Jack, Nine, both in cutting and in play.

2. In cutting for the choice of seats and the deal, the highest card wins. The winner of the cut may deal or not, as he pleases. In cutting for partners, the two highest pair play against the two lowest. A player exposing more than one card must cut again. Ties cut again to decide the tie only.

3. Each player has the right to shuffle, the dealer having the last shuffle. The pack must then be presented to the pone (the player on the dealer's right) to be cut. He must leave at least five cards in each packet.

4. In three-, or four-hand, the dealer must turn up the bottom card of the pack for the trump before beginning to deal. In two-hand he must turn up the twenty-fifth card, after giving twelve to his adversary and himself. In Auction Pinocle, no trump is turned.

5. The dealer must distribute the cards four at a time, until each player has twelve. In three-hand, until each has sixteen. In two-hand, the remainder of the pack must be left face downwards on the table, and slightly spread, with the trump card under the stock, but still in sight.

6. If the dealer exposes a card in dealing to an adversary, or if a card is found exposed in the stock during the deal, the adversary may demand a new deal; but if any player exposes his own cards, the deal stands good. If a card exposed in the stock is not discovered until the first trick is complete, it must be turned face downwards, and the deal stands.

7. If too many cards are given to one player, and he discovers the error before the first trick is complete, there must be a new deal. If he plays with too many cards, he loses his entire score for cards. There must be a new deal if one player is given too many cards and another too few, provided no trick has been played; otherwise the deal stands, as both are in fault, and the player with too few must draw two from the stock, the one with too many drawing none, so as to restore the hands to the right number. If one has too few while the other has his right number, and a trick has been played, the one not in error may allow the other to draw a card from the stock, or he may demand a new deal.

8. In three-hand, if one player has too many cards and another too few, the deal is void, no matter when the error is discovered. In

four-hand, if one has too many and the other too few, the deal stands if they are partners, but they cannot score anything that hand. If they are adversaries, there must be a new deal.

9. If the pack is found to be incomplete or imperfect, the deal in which the imperfection is discovered is void, but all previous scores made with the imperfect pack stand good. An imperfect pack is one in which there are missing cards, duplicate cards, or cards so marked that they can be told from the backs.

DRAWING.

10. If one player forgets to draw from the stock and has played to the next trick, his adversary may allow him to draw two cards next time, or he may call the deal void. If a player draws two cards instead of one, he must show the second card to his adversary if he has looked at it himself. If he has drawn his adversary's card, he must show his own also. If he has not seen a card thus erroneously drawn, he may replace it on the stock without penalty. If both draw wrong cards, they keep them. If the loser of the trick draws the top card, and looks at it, he must show the second card. If he draws two cards and looks at them, his adversary may draw the next two and select which he pleases, no matter who wins the next trick.

11. If at the end of the drawing it is found that there are an uneven number of cards left, including the trump card, and it is not known how the error arose, the winner of the last trick takes the top card of the three remaining, and the loser takes the trump card. The other card is dead, and must not be seen.

MELDS.

12. In two-hand, all *melds* must be left on the table until the stock is exhausted, unless the cards that composed the *melds* are played away. In three-, or four-hand, the *melds* must be taken back into the hand before play begins.

13. There are four classes of *melds*. In Class A are *trump-sequence* and all *marriages*. In Class B, *pinocles*. In Class C, four or eight of a kind. In Class D, *dix*.

VALUE OF THE MELDS.

14. Class A.—The *trump-sequence* is worth 150. *Trump marriage*, 40. Plain-suit *marriages*, 20 each.

Class B.—*Single pinoche* is worth 40; *double pinoche*, 300.

Class C.—Four Aces of different suits are worth 100; four Kings, 80; four Queens, 60; four Jacks, 40. Eight of one kind are worth two times as much as four of one kind.

Class D.—*Dix* is worth 10.

15. Cards that have been used in a *meld* cannot be used again for melding, unless the second *meld* is in a different class from the first, or is of a higher value in the same class.

16. No *meld* can be made without playing at least one fresh card from the hand.

17. If a player melds a combination which he does not hold, such as four Jacks when he has three only, the erroneous score must be taken down, if already scored, and the adversary may demand the lead or play of any one of the cards melded in error. If the player has in his hand the right card to complete the *meld*, he may do so without penalty, provided he has not drawn from the stock in the meantime.

18. If a player makes a *meld* and then withdraws it in favor of another, the adversary may insist that the first *meld* shall stand.

19. In two-hand, only one *meld* can be made at a time, and that is immediately after winning a trick and before drawing from the stock.

20. If a player exchanges the *dix* for the trump-card before drawing from the stock, and uses this trump-card as part of a *meld*, the *meld* for the *dix* is lost, because that card must be considered as played away without melding it.

21. A player cannot exchange the *dix* for the trump-card except immediately after winning a trick, and if he melds the *dix* when he makes the exchange, he cannot make any other *meld* for that trick.

22. When the last card is drawn from the stock in two-hand, all *melds* cease.

PLAYING.

23. In two-hand, it is not necessary to follow suit, even in trumps, and the second player to any trick may follow suit, trump, or renounce, as he pleases, during the play of the first twelve tricks; that is, while drawing from the stock continues.

24. After the stock is exhausted, the second player on each trick must follow suit and must win it if he can, no matter what is led.

25. In three-, or four-hand, and in Auction Pinocle, each player in turn must follow suit and head the trick if he can. If he has none of the suit led, he must trump if he has a trump. If the trick is already trumped he must over-trump if possible. If he cannot over-trump he must play a trump if he has none of the suit led. If he cannot head the trick nor trump and has none of the suit led, he can discard what he pleases.

Any player looking back at any but the last trick turned down, forfeits his entire score for *cards*. In partnership games, one partner is not allowed to tell the other how many they have taken in, under the same penalty.

THE REVOKE.

26. If a player fails to follow suit, or to head the trick when able to do so, or to play a trump when he has a trump and none of the suit led, he revokes, and must forfeit his entire score for *cards* in that deal. In a partnership game, the side in error loses its entire score for *cards*. The adversaries may also insist on amending the play by taking back the cards to the point at which the revoke was made.

27. If a player corrects a revoke before the trick is gathered, he must leave the card played in error on the table, and either adversary may call it to be played to any subsequent trick, provided such play does not compel the player to revoke.

28. In Auction Pinocle, if every man is for himself, and an adversary of the bidder revokes, the bidder cannot be set back, even if he fails to make good his bid; but must be allowed to score what he makes.

CALLING OUT.

29. The game is 1000 points, and the first player to correctly announce that he is "out" wins the game, no matter what the adversary's score may be.

30. If the announcement shall be proved incorrect, the player making the false claim loses the game, no matter what the other side may have scored. In a partnership game, the action of either partner is binding upon the other.

31. In two-hand, the winner of a trick may call "out" if he has sufficient to meld out before drawing from the stock.

32. A player may call "out" whether he is in the lead or not. If he is correct he wins; if he is wrong, he loses the game.

33. If neither player calls "out" until the last trick is gathered up by the winner of it and it is found that both have passed 1000, the game must be set to 1250. A player may call "out" upon winning the last trick, provided he does so before he gathers in the trick. The loser of the last trick cannot call "out" after he has touched his cards for the purpose of counting them.

34. In Auction Pinocle, there is no calling "out." The successful bidder has the first count. If he has made good his bid, he scores everything before his adversaries count anything. If the bidder has enough to put him out, he wins the game, no matter what his adversaries have made or scored.

35. If the bidder fails to make good, he loses his entire score for *melds* and *cards* on that deal, and is also set back the amount of his bid. The adversaries then score whatever they have made in *melds* and bids.

36. In Auction Pinocle, each player has one bid only, and the

highest offer has the right to pitch the trump. In a partnership game, the eldest hand leads. When each man is for himself, the successful bidder has the first lead.

37. In three-, or four-hand, or Auction Pinocle, no *melds* are good until the player or the side making them has won a trick. Should one side fail to take a trick, its *melds* for that deal must be wiped off the slate. In three-, or four-hand, if both sides meld enough to go out, the first to win a trick is game.

DESCRIPTION OF THE GAME.

Pinocle is played with two packs of cards, shuffled together, from which all cards below the Nines have been thrown out. When the Sevens and Eights are used, the game is known as Sixty-four-card Pinocle; but it is in no way different from the forty-eight-card game, except that in four-hand the players hold more cards at the start. Sixty-four-card Pinocle is played only four-handed.

The suits have no rank with regard to one another, but the rank or trick-taking power of the individual cards in each suit is: Ace, Ten, King, Queen, Jack, Nine. One object of the game being to make points by winning tricks which are worth something, the five highest cards in each suit having a pip-counting value; the Aces being worth 11 each; the Tens, 10; the Kings, 4; the Queens, 3; and the Jacks, 2. As there are 30 points in each suit, and eight suits in the pack, there are 240 points to be played for in the *cards*. In addition to this, the last trick counts 10 for the winner of it.

In the simpler form of scoring the game, the pip value of the Kings, Queens, and Jacks is disregarded, and the Aces and Tens, which are called *brisques*, are worth 10 each. This reduces the total value of the score for *cards* to 160, but the last trick is still worth 10. Instead of counting by tens, it is the common practice to reckon each 10 as equal to 1, so that there are 17 points to be made in the play of the cards in each deal.

The game is 1000 points up, and when the Kings, Queens, and Jacks are all counted, the scores must be kept on a slate or a sheet of paper. But when the cards are counted for 17 points only, 100 is game, and it can be kept on a cribbage board, or with counters.

When the game is kept on a cribbage board, it is better to start at 21 than at 0, so that when the player goes twice round he will be out if he reaches the game hole, and it is easier to see how many each has to go.

When counters are used, each side should have five white, worth 1 each; one red, worth 5; four blue, worth 10 each, and a copper cent or a button, to represent 500. The counters are placed on the player's left, and moved over to his right as the points accrue, making change for the larger counters with the smaller.

In addition to the points that the player makes by winning tricks, there are scores for certain combinations of cards, which, if held, may be laid face upward on the table and announced during the play of the hand. These are called *melds* and they are usually divided into four classes :

CLASS A; MARRIAGE AND SEQUENCE.

The A 10 K Q J of Trumps, worth	150
The K and Q of Trumps, worth	40
The K and Q of a plain suit, worth	20

CLASS B; PINOCLES.

The spade Q and diamond J, worth	40
Both spade Q's and diamond J's, worth . . .	300

CLASS C; FOUR EQUAL CARDS.

Four Aces, all different suits, worth	100
Four Kings, all different suits, worth	80
Four Queens, all different suits, worth	60
Four Jacks, all different suits, worth	40
Eight Aces, worth	200
Eight Kings, worth	160
Eight Queens, worth	120
Eight Jacks, worth	80

CLASS D; DIX.

The lowest trump card, worth	10
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The object of the game is to reach 1000 points, and these points are gained in the following order: turning up *dix*, *melds*, the last trick, and the score for *cards*.

If the turn-up trump is not the *dix*, then both the *dix* cards become a *meld*, to be made during the play of the hand.

When the *cards* are worth a total of 17 only, and the game is 100 up, the value of all the *melds* must be divided by ten; *pinocle*, for instance, being worth 4 only, instead of 40.

Both the method and order of scoring differ in the two-hand and in the three-, or four-hand games, and it will therefore be necessary to describe each separately, beginning with the simpler game, that for two players with a turned trump.

TWO-HAND PINOCLE.

It is usual to cut for the choice of deal, the highest pinocle card winning; ties to cut again. The player cutting the higher card

can deal or not, as he pleases. Good players usually prefer to make the opponent deal, so as to get the first lead; but many prefer to deal themselves, so as to get the last play on the first trick.

After shuffling the cards, the dealer presents them to be cut, and not less than five must be left in each packet.

The dealer gives his adversary four cards, then four to himself, and then four more alternately to each, until each has received twelve cards. The next card is turned up for the trump. It is usual to spread the remainder of the pack, which is called the "stock" or "talon," face-down, so that the cards may be easily removed from the top, one at a time. The trump-card should be placed slightly under the stock, but left face-up.

If the trump-card is the lowest in the pack, that is, the Nine, the dealer scores 10 for *dix* immediately. This score takes precedence of all others.

The cards dealt and the trump turned, the non-dealer, who is called the "pone," can lead any card he pleases. The second player is not obliged to win the trick; he need not even follow suit, no matter what is led. He can trump the trick if he chooses, whether he has any of the suit led or not, and he can refuse to follow suit when trumps are led. It is, therefore, evident that there is no certainty of the leader's winning the trick unless he plays the best trump out. Neither can he find out anything about his adversary's cards by leading a suit.

If the second player follow suit, the higher card wins, and the winner of the trick takes in the two cards, turns them face-down, and it will be his lead for the next trick. Trumps win all plain suits. If identical cards are played to the same trick, such as two Nines of spades, the leader wins.

A player is not allowed to look back over the tricks he has taken in, and if he looks at any but the last trick turned down, he loses his entire count for *cards*.

The winner of a trick, before leading for the next trick, draws a card from the top of the stock, and, without showing it to his adversary or naming it, places it in his hand. The winner of the trick having drawn first, his adversary takes the next card, so that both players restore the number of cards in their respective hands to twelve.

But before drawing the top card from the stock, and while he has only eleven cards in his hand, the winner of the trick has the privilege of laying face-up on the table and scoring any *meld* that he may hold. If he has four Kings of different suits, for instance, he can meld *eighty kings*, scoring them at the same time. The loser of the trick is not allowed to meld anything, no matter what he may hold, and the winner is not allowed to make more than one *meld* for each trick he wins. If he has nothing to meld, that op-

portunity is lost. If he has two or three *melds* in his hand, he can select which he pleases, or he can refuse to meld any of them. If the winner of a trick holds *dix*, he may exchange it for the turn-up trump, leaving the Nine face-up on the table where the trump-card was. The *dix* is worth ten points, and it constitutes a *meld*, so that the player making it cannot make any other *meld* at the same time. If the Nine has already been exchanged, or if the turn-up is a Nine, the player holding the second Nine can meld it after winning a trick, laying it on the table with his other *melds*, and scoring ten for it.

There are a number of special rules about *melds*, which we shall come to presently in the article devoted to that subject.

All the cards used to meld, which are laid upon the table, must not be taken into the hand again until the stock is exhausted, but the *meld-cards* still form part of the player's hand, and he may at any time take a card from the table and play it, either in leading or in following suit.

The play goes on in this manner:—leading, winning tricks, melding, and drawing from the stock, until the stock is exhausted. The moment the last card is drawn, no further *melds* are allowed. As there are forty-eight cards in the pack, there are twelve tricks to be played while drawing from the stock, and twelve more to be played after the stock is exhausted. The winner of the last trick of the first twelve has the last chance to meld, or to exchange the *dix* for the turn-up trump. The loser of the last of these twelve tricks takes the trump-card, or the *dix* left in its place.

For the remaining twelve tricks, the rules are entirely changed. All the *melds* on the table are taken back into the hand, and each player is obliged not only to follow suit to each card led, if he can, but he must "head the trick" if possible, no matter what is led. If he has a higher card of the suit led, he must put it on; if he has none of the suit, he must trump it if he can, and if a trump is led, he must play a higher trump if he has one. When he cannot head the trick, he may play as small a card as he pleases, and if he has none of the suit led and no trumps, he may discard anything he likes.

The winner of the last trick of all scores ten points for it, and these ten points are added to his score for *cards*.

After everything is scored up, the cards are dealt afresh by the one who was the non-dealer the first time, and the play proceeds as before until one player or the other gets 1000 points to his credit, which wins the game.

If a player reaches 1000 during the play of the hand, he should announce it at once by calling "game." He may not have enough scored up, for if he has taken home enough in *cards* to make up the difference, he can call "game." When either player calls "game," that settles it immediately. If the one who calls "game" is found

to be correct in having enough to put him out, he wins, even if his adversary has also reached or passed 1000. But if he is found to be in error, he loses the game, no matter what his adversary's score may be.

When the game is close, it is very important that the player should know exactly how many he wants to get out. During the play of the hand he will, of course, take in a number of counting cards, Aces, Tens, etc., but he is not allowed to score these as he wins them. He must, or should, keep mental count of the total pip value of all the tricks he wins, especially when he is getting near 1000, so that he shall be able to call "game" with certainty the moment he has enough.

It does not matter whether the player is in the lead or not when he calls "out," because he loses if he is wrong. If a man is not quite sure of his count, or has not kept any, but sees his adversary is winning tricks right along and getting unpleasantly close to game, he will sometimes take a chance that he has enough in his *cards* to be out, and will call "game." The moment the announcement is made, the play ceases. Players who do not keep count frequently get nervous and call "out," hoping that they have enough when they have not. Had they kept still, they might have won the game a little later.

A player cannot call "out" except during the play of a hand. After the last trick has been taken in and the players start to count their cards, it is too late to call "out." The ten points for the last trick may be just enough to put a man 1000; but if he does not call "out" as soon as he wins this last trick, he must count out.

If it is found that one player is out, while the other is not, he wins the game on its merits; but if both have passed 1000, they must continue the game for another 250 points; that is, to 1250. If both reach or pass this 1250 without calling "out," they will have to play on to 1500, and so on, until one man goes out or calls "out," and the other does not.

As winning a trick entitles the winner to meld anything he has in his hand, before drawing from the stock, if this *meld* is enough to put him out, he wins the game. Some persons imagine that even if a player has melded enough to put him out, he must win another trick to make the *meld* good. This is an error, and arises from confusing the two-hand game with the four-hand, as we shall see presently. If the player were obliged to win another trick after melding "out," that would entitle him to another *meld* also, which he does not want.

MELDING.

There are two principal rules in connection with *melds* which every Pinocle player should keep constantly in mind:

1. If a card is used again in a *meld* of the same class, the second *meld* must be more valuable than the first, or it is not allowed.

2. For every *meld* the player must take at least one card from his hand, and lay it on the table as part of the new *meld*.

It is obvious that the same card can sometimes be used in two, or three, or even four, different *melds*. For instance: A King may be used as part of eighty Kings, or part of a *marriage*. As these *melds* are in different classes, it does not matter which is made first, so that the first rule does not apply. As for the second rule, some cards must be added to the King to make the second *meld*. The Jack of diamonds may be used as part of four Jacks, part of the *trump-sequence*, and part of *pinocle*. All three of these *melds* are in different classes, therefore they can be made in any order. The Queen of spades is the only card in the pack which can be used in four different *melds*; in *trump-marriage*, in *trump-sequence*, in *four-queens*, and in *pinocle*.

In order to secure all the counting possibilities of the cards in his hand, the player must so arrange matters that he shall be able to lay down his *melds* in such order that he adds to the cards on the table at least one card from his own hand, and that he can do this without transgressing either of the fundamental rules for melding.

Some judgment must also be exercised in the selection of the *meld* to be made, and it will often be necessary to sacrifice one *meld* in order to secure another, and the one which is lost is not always the less valuable. If only two or three tricks remain to be played, for instance, and the winner of a trick is not sure that he will be able to win another, he should meld the most valuable combination in his hand while he has the chance; unless by breaking that up he will be enabled to score two *melds* of less value, but aggregating more.

All through the game, it is usually the best policy to meld the more valuable combinations early, leaving the others to be scored if the opportunity offers. Sometimes a player is so strong that he knows he can win tricks enough to score everything; but unless he is pretty strong, and especially toward the end of the stock, it would be very foolish to risk the loss of 150 *trumps* for the sake of scoring a *marriage* first. The hoped-for chance usually never comes, especially when the adversary knows that there is such a dangerous *meld* out against him.

A few illustrations of the application of the two principal rules for melding will probably clear up a good many misunderstandings about this important part of the game.

Suppose you have laid four Kings on the table, scoring eighty for them, and that you draw another King. You cannot substitute the new King for one of those on the table and meld *eighty Kings* over again; because your new *meld* is no higher in value than the old one.

Suppose you have laid the *trump-sequence* on the table, and scored 150 for it. You cannot afterward score the *royal marriage*, although the cards are on the table, for two reasons: You would not be laying out any fresh card from your own hand, and the value of the *meld* would not be greater than the one for which those two cards had already been used, which it *must* be to comply with the rule, because *sequences* and *marriages* are in the same class of *melds*.

If you happen to get a fresh King of trumps, you cannot marry it to the Queen already on the table; because although you would be playing a fresh card from your hand in this case, you would not be making a more valuable *meld* with the Queen, which had already been used in the same class of *melds*, that is, in the *sequence*. If the *sequence* is melded first, the *marriage* is lost, and to score a *royal marriage* you must have not only a new King but a new Queen.

If, on the other hand, you had melded the *royal marriage*, and while the two cards were still on the table, you had added to them the Ace, Ten, and Jack, you could meld and score the 150, although you had already scored the 40: because you would have complied with both rules. You would be using three fresh cards from your hand, and you would be using the cards already melded, the King and Queen, to make a *meld* of greater value than the first in which they were used.

If you have in your hand the King and Queen of spades and the Jack of diamonds, it does not matter which you meld first, the *marriage* or the *pinocle*; because in either case you will have to add a fresh card from your hand for the second *meld*, and as they are in different classes, their value does not matter.

One of the most common misunderstandings in Pinocle is in the *meld* for the four Kings and Queens of different suits. If there is time to make all the *melds*, it is possible to make 220 points with these eight cards, but in order to do so, the player will have to win five tricks, because this particular *meld* is divided into five different parts.

It is always best to lay down the most valuable *meld* first, the eighty Kings, and then to add the Queen of trumps, scoring forty. If there is time, two of the plain-suit *marriages* can be scored before melding the sixty Queens. After scoring three *marriages* to the four Kings, there is only one card left to be played from the hand, the fourth Queen, and in order to comply with the rule, that card can be laid down for one *meld* only, for the sixty Queens or the *marriage*. As the *meld* of sixty Queens is so much more valuable, the player will, of course, take that, losing the fourth *marriage*. It will then be found that he has scored 80, 40, 20, 20 and 60—220 points.

The same principle applies to the *pinocles*. If the *double pinocle* is scored all at once, the *single pinocle* is lost, because the player

can neither add a fresh card nor make a more valuable *meld*. The right way, if there is time, is to score the *single pinoche* first, and upon winning another trick, to add the second Queen and Jack to those still on the table, just as the Ace, Ten, and Jack were added to the *royal marriage*.

In the same way, if a player were so fortunate as to hold four more Queens after having melded four, he could score 600 in addition to the 60 already scored, provided all the first four Queens were still on the table when the second four were added.

Every card of the combination to be scored must be on the table at the time the *meld* is made. Seven Queens are worth no more than four.

Combinations once broken up cannot be reformed by the addition of fresh cards. If you have melded a hundred Aces and play one of them, you cannot make another hundred Aces by replacing the one that has been played away. If a *marriage* in spades has been melded, and the King played away, a new King will not make a new marriage with the old Queen; the rule requiring a higher value bars that.

In the three-, or four-hand game, in which all the *melds* are made at one time, the same rules apply with regard to adding fresh cards from the hand for each additional *meld* claimed, and for scoring the less valuable before the greater in *melds* of the same class.

Expert players usually take it for granted that the player knows the order in which the *melds* should be laid down so as to count the most, and allow the amount claimed to be scored, but many a player who knows that a certain combination is worth 410 points would be bothered to count it.

Every Pinoche player should be thoroughly conversant with the methods of melding in four-hand, so that he can demonstrate that he is complying with the rules if called upon to do so. He will find a frequent cause of dispute is with those who insist that in four-hand the *trump-sequence* is worth 150 only, instead of 190, and that *double pinoche* is not worth 340, because the same cards are used over again.

It is easy to show such contenders that they do not understand the principles of the game, because they are objecting to a thing in one case which they insist on doing in another. If they let you score anything more than 140 for four Kings and four Queens, they contradict themselves; because to score the 220 which they always claim, they add greater *melds* to smaller by using the same cards over twice.

One of the most instructive examples of melding at three-, or four-hand is the following, and if you will give it to any ordinary player he will probably be unable to count the hand, although he may know what it is worth.

Suppose that diamonds are trumps, and that you hold the se-

quence, Ace, King, Queen, Jack, Ten, with the three Kings and three Queens of the plain suits. How shall these cards be melded so as to score 410 points?

Begin with the *trump marriage*, 40; then three more Kings, 80; then the Queen of hearts, 20; Queen of clubs, 20 more; then the Queen of spades, 60; the Jack of diamonds, 40 *pinocle*; and finally the Ace and Ten of diamonds, 150.

If you attempt to count this hand by following the usual plan, which is to lay down the *trump marriage* and then the *trump sequence*, you will find that you must lose a *marriage*, or sixty Queens, because you have melded your Jack of diamonds too soon, and cannot comply with the rule that a fresh card must be played from the hand for each additional *meld* that goes to make up the total of 410.

THE PLAY.

Experience is the best teacher in Pinocle, as in other games, and practice makes perfect; but there are a few general principles which the beginner should try to remember, which may guide him in his first efforts.

He should try to remember the cards taken into hand by the adversary after the first twelve tricks are finished. These cards are what is left of his *melds*, and if they can be remembered they will usually be found to be about two-thirds of his whole hand.

Do not be in too great a hurry to win tricks with nothing in them; because the lead is a disadvantage unless you have something to meld, or can prevent the adversary from melding by leading cards that will break up his hand. If the trick is valuable, or you can get home the Ten of a plain suit by winning it, it is usually best to take it. But if taking it necessitates breaking up a possible *meld*, like four Aces, it is hardly worth while.

Players must remember that Tens are of no value except as *brisques*. They do not enter into any combination which will make a *meld*, except the Ten of trumps, but they sometimes go a long way toward the score for *cards*, which is of more importance than the majority of players give it credit for.

It is good policy to lead Tens, especially of suits of which you hold the Ace, because your adversary will not give up an Ace to win the trick, and is often averse to using a trump which might make part of a *sequence* later. Some players are so anxious to meld a *hundred Aces* that they will let the adversary take home five or six Tens, to say nothing of giving him Kings and Queens, while they are waiting for the fourth Ace, too often in vain. One of the best plays in the game is to lead out all your Tens when you have two Aces of the same suit, and no others, because the other player is waiting for one of those Aces, forgetting that every time he allows you to take home a Ten that he could have won, it makes a difference of twenty points in the score.

If you lead a *brisque*, and the adversary lets you have it, lead another high card of the same suit if you can in preference to changing suits. Contrary to general belief, Aces are better leads than Kings, because you may never get a hundred Aces, and that is the only Ace-meld; whereas Kings may be used for a *meld* of eighty, or for *marriages*, or for both. Kings are better leads than Queens, especially if the Queens are spades. It is always an advantage to be able to lead a suit of which you know the adversary has not the Ten.

When the player has to sacrifice one or other of two possible *melds*, he should let the less likely, or the less valuable, go. It is often possible to judge from the adversary's play which is the better one to keep. If he has shown one or two Kings, but no Queen, he probably has duplicate Kings and your Queens are better worth keeping.

When a player holds the same cards in his hand and on the table, he should play the card that has been used in the *meld*, not the one in his hand, so as to conceal his holdings as long as possible.

In discarding, you must remember that you cannot play for everything, and it is better to settle upon something that looks promising and let the other possible *melds* go. The discards of the adversary are often useful as guides. If he plays or discards two Kings of the same suit, it is almost a certainty that he has neither of the Queens in that suit, and you may get *sixty* Queens, but *eighty* Kings is impossible. If you have to part with any Queens, let them be heart Queens, because in such a case you know they can never be melded as part of a *marriage*.

It is a great advantage to get a *hundred Aces*, or the *trump-sequence*, declared as soon as possible, because the cards are then free to be played. This is considered such an advantage by some players that they will forego the *trump-marriage* in order to get the *sequence* free for winning tricks, and they will sometimes sacrifice the possible *trump-sequence* to get a *hundred Aces* down and ready to play.

There is a good deal of finesse in holding up cards which are of no use to you, in order to conceal them from the adversary. Holding up two of the *pinocle* cards will sometimes induce your adversary to break up his entire hand in the vain hope of getting *double-pinocle*, if he holds the other two.

The player should never be in too great a hurry to part with his small or duplicate trumps, because they may be very useful at a critical stage of the game for getting the lead. Beginners are very apt to make the mistake of trumping-in, so as to meld a twenty, and then, when they want the lead for a really important *meld*, they cannot get it without breaking up a hundred Aces or a *trump-sequence*.

Toward the last tricks, one can usually tell what it is possible for

the adversary to have in his hand, or to draw and meld. If there is any *meld* of importance out against you, you should try to head it off by leading winning trumps. A player may often be prevented from melding the *trump-sequence* by leading trumps at him, which he cannot win without breaking up the *sequence* that he wants to meld.

THREE-HAND PINOCLE.

When three play, the entire pack is dealt out, so that each player has sixteen cards and there is no stock. The turn-up trump is the last card that comes to the dealer, and it is usual to turn it up from the bottom of the pack before dealing any of the other cards. The player on the dealer's left has the first say as to exchanging the *dix* for the turn-up. If he has no *dix*, the next man can make the exchange. It is only when the dealer has both the *dix* cards that the turn-up trump stays with him.

The *dix* is worth ten points to the holder of it, but he must add it to his *melds*, which are not good until he has won a trick. Turning up *dix* counts ten for the dealer in his *melds*. In some places it used to be the rule to make a player win a trick before he could exchange, but this is no longer the custom.

If the dealer wants only ten points to go out, and turns up the *dix*, that does not put him out in three-, or four-hand. He must win a trick first.

The great difference between two-, and three-hand Pinocle is, that in three-hand the player melds everything he has at the same time, making as many combinations with his cards as he can according to the rules already explained for *melds*.

All three players place their *melds* on the table at once and if the amount claimed by each is admitted by the others to be correct, it is put on the slate, but it must be kept separate from the previous scores until the player has made it good by winning a trick.

If a player has overlooked anything, he must announce it before playing to the first trick, or the *meld* is lost.

If any player fails to win a single trick in the hand, his entire *meld* on that deal, including *dix*, is lost and must be wiped off the slate.

It is this rule, that a player must win a trick to make his *meld* good, that so often confuses players in two-hand, when they insist that a player must win another trick after melding out, so as to make his *meld* good. In two-hand, the trick must be won before the *meld* is good; but in three-hand the *meld* must be made before there is any chance to win a trick.

After the *melds* have all been shown and scored, the cards are all taken into the hand again, and the eldest hand leads any card he

pleases for the first trick. As there is no stock, the game is the same as two-hand after the stock has been exhausted. Each player must follow suit if he can and must head the trick if possible. If the player has none of the suit led he must trump, if he has a trump, and even if the second player has already trumped with a better trump than any the third player holds, so that the third player cannot head the trick, he must still play a trump, if he cannot follow suit.

In some places it is the rule that a player need not head the trick unless trumps are led; but this is not correct.

The player should keep mental count when it gets near 1000, and the first one to call "out" wins the game if he is correct, no matter what the other scores may be. If he is wrong, he loses the game immediately.

Three-hand may be played to see who will be the first man out, or it may be to decide who will be stuck. In case it is to find the low man, the first man out will retire from the game, and the two who remain finish the game by playing ordinary two-hand, with the stock to draw from.

If a player calls "out" during the progress of a hand, he still continues to play the hand out as if he were in it, and he is at liberty to lead any card he pleases. Some players would like to make arbitrary rules about leading trumps, etc., at this stage of the game; but all such rules are unfair to the other players, who have built their plans on a natural play of the hand, and not on any compulsory or freak trump-leads.

FOUR-HAND PINOCLE.

When this game is played each man for himself, it is practically the same as three-hand, except that only twelve cards are given to each player.

Four-hand is more commonly played as a partnership game, two players sitting opposite each other being paired against the other two. Partners may be drawn for, the two highest pairing against the two lowest, the highest cut of the four having the choice of seats, and the say as to whether he will deal the first hand or not.

Although many players are in the habit of laying all their *melds* on the table before a card is played, just as they would in three-hand, it is against the rules, because it gives the leader an unfair advantage to see what his partner has before he leads.

The proper way is for the eldest hand to meld, and then to lead a card. After he has melded and led, the second player makes his *melds* and plays to the trick, and so on until all four have melded and played in turn.

Although the partners meld separately, each what is in his own hand, they add the *melds* together before putting them on the slate,

but they cannot be sure of scoring them until one or the other partner wins a trick. If one side wins all the tricks, the *melds* of the other side for that deal must be wiped off the slate.

In playing, each in turn must head the trick if he can, and the third or fourth hand must win his partner's trick if possible. If a player cannot follow suit, he must trump if he has a trump, and even if he cannot beat the trump which has already been played on the trick, he must play a trump if he cannot follow suit. In case he can neither follow suit nor trump, he can discard what he pleases.

In keeping mental count, one partner is not allowed to inform the other how many they have taken in in tricks. Should he do so, the partners in error lose their entire score for *cards* on that deal.

Only the last trick turned and quitted may be seen.

If one partner calls "out," his declaration is binding upon the other partner. If it is correct, they win; if not, they lose, no matter what the score of the other side may be. If both sides get out without announcing it until they come to count their cards, the game must be set to 1250 points.

AUCTION PINOCLE.

Auction Pinocle is a game for three or four players, each for himself, or two against two as partners.

The choice of seats and deal may be cut for, and partners may be drawn for. The full pack is dealt out, four cards at a time; so that three players would receive sixteen cards each, while four would get twelve each.

No trump is turned up. The one who gets "the play" names the trump.

The eldest hand has the first bid, and he offers what he thinks he can make on his cards if he is allowed to name the trump suit. If he bids on nothing but *melds*, which are a certainty unless he fails to get a trick, he is absolutely safe; but a player who bids on *melds* alone will not get "the play" very often, as others, who are more venturesome, will outbid him. It is usual for the bidder to allow a reasonable amount for what he expects to win in tricks. Some players even add a little for the possibilities of their partner's hand if the game is a partnership, but this is rather a risky proceeding, and should be avoided unless the bidder is pushed.

The eldest hand may pass without bidding; but it is usual for him to offer something, if only twenty. It is then the turn of the second hand, who must make a better bid, or pass. Third and fourth hand must also bid higher, or pass, in their turn. There are no second bids, and the highest bid offered gets "the play." If each man is for himself, the successful bidder has the lead for

the first trick. If it is a partnership, the eldest hand leads first, no matter who is the highest bidder.

If the game is a partnership, either or both partners may take part in the bidding. After the eldest hand has made a bid, if the second hand goes higher, third hand, who is the partner of the eldest hand, must bid higher or give up "the play" for that deal. But even if second hand passes, it is to the advantage of the third hand to raise his partner's bid, if he can; because if third hand does not bid all his hand is worth, the fourth hand may get the play too cheaply. On the same principle, it is to the advantage of the fourth hand to bid higher than his partner, if he can, even when his partner has already made the best bid.

Suppose that one player has bid 100, and that his partner holds a *sequence* in some suit. It is evident that the one who bid only 100 has no *trump sequence*, and the one who has it can safely bid 250, or even more, knowing that his partner's 100 must have been bid on *melds* and *cards*. This part of the game requires judgment, but it adds to the interest and also to the uncertainty. As a rule, the player with a *sequence* should always get "the play," if he can, by outbidding his partner, if he has not bid as high as 200.

In either form of the game, the highest bidder gets "the play," and names the trump suit. If both partners have bid, the one who has named the highest figure must name the trump without any consultation with his partner, or the adversaries may claim a new deal.

No *melds* must be made until the trump suit has been named. If the partner of the highest bidder starts to meld before the trump is announced, the adversaries may claim a new deal.

After the trump is named, all the *melds* are placed on the table and scored, as in three-, or four-hand. The proper leader then plays any card he pleases and the other players must follow suit and head the trick if they can, whether trumps are led or not. If a player cannot follow suit, he must trump the trick if he has a trump, and if a previous player has trumped higher than he is able to go, he must under-trump the trick if he cannot follow suit.

There is no calling "out" in Auction Pinocle. At the end of the hand the successful bidder has the first count. If he has made enough in his *melds* and *cards* combined to make good his bid, he scores it before the other side can count anything. If he fails to make good his bid, he loses all his *melds* and *cards*, and is set back the amount that he bid.

As in all bidding games, there must be some strong inducement to compensate the player for the risk he takes in bidding of being set back. This compensation is giving the bidder the first count, so that if he makes good his bid and gets enough to go out, he may pass others who were much nearer out than he, but were afraid to take a chance.

Suppose that A and B are 960 up, while Y and Z are only 800. Y and Z bid 180 and get "the play." They meld 120 only, leaving them 60 to win in *cards* to make good, 80 to get out. A and B meld 40 and win the first trick, but that does not put them out. Their only chance to win the game is to prevent Y and Z from getting 80 in *cards*, and they must play the hand out to see if they can do it. If Y and Z get 80 in *cards* they win the game, because they have the first count.

Were it not for this rule, that the bidder should have the first count, players who get well ahead early in the game would not bid at all, but would sit still and "sweat out," by picking up a few points at a time, without taking any risks.

AUCTION PINOCLE WITH A WIDOW.

This form of the game, which is rapidly growing in popularity, is for three players. If there are four at the table, the dealer takes no cards. Choice of seats and deal may be cut for in the usual way.

The cards are dealt three at a time for the first round; then three cards are laid out face-down for the widow, and then three more rounds of four cards each are dealt. This gives each player fifteen cards. No trump is turned up.

Each player in turn is allowed three consecutive bids. The first three bids are made to the eldest hand by the player on his left. As soon as one or other of these two passes, the third player has his turn, and he must bid higher or pass. All bids are made "to the board," no one scoring the points offered; but any player refusing a bid must make as many as he is offered, or he will be set back.

Suppose the eldest hand is offered 200, 220, and 250 by the second hand, and refuses, the third hand must then bid more than 250 or pass. Suppose the eldest hand pass when the second hand advances to 250, then the third hand will have to bid more than 250 to the second hand. If third hand bids 300, and second hand refuses, the second hand will have to make 300 or be set back.

The successful bidder turns the three cards of the widow face-up, showing them to the other players before taking them into his hand. He then discards three cards face down, reducing his hand to the proper playing number, fifteen cards, after which he names the trump suit, and *melds* are in order.

The cards laid aside in place of the "widow" belong to the bidder, and any points in them will count for him at the end of the hand.

A bid once legitimately made cannot be withdrawn, and the trump suit, once named, cannot be altered. Cards laid out for

the discard cannot be taken into the hand again after the trump is named.

The successful bidder always leads for the first trick, and at the end of the hand he must show whether or not he has made good his bid. If not, he scores nothing, but is set back as many points as he bid or refused.

In this form of the game it is usual to reckon Aces and Tens as worth 10 each; Kings and Queens as 5 each; Jacks and other cards nothing. The general rules are the same as for Auction Pinocle.

The winner is the player with the highest score at the end of six deals, when three play; at the end of eight deals when four play. This gives each player at the table an equal chance.

Sometimes it is agreed that each deal shall be a separate game, to be paid for according to its value, 200 being the lowest. Five cents for every fifty points is the usual thing, the winner receiving from or paying all adversaries.



BRIDGE.

There are two varieties of Bridge, straight and auction. As Auction Bridge is at present played almost to the exclusion of the parent game it will be considered first.

AUCTION BRIDGE.

The main difference between Auction Bridge and the parent game, Bridge, is that the declaration is put up for auction and the side making the highest bid plays the hand. Auction Bridge is played by four persons, two of them being partners, opposed to the other two as partners. A pack of 52 cards is used ranking as follows:—Ace, King, Queen, Knave, Ten, Nine, Eight, Seven, Six, Five, Four, Three, Two.

The partners who score not less than 30 trick-points win the game; the partners who win two games out of three win the rubber. If the same partners win the first two games, the third game is not played. A game is won by trick-points alone and these are scored separately from all other points incidental to the game.

CUTTING.

The partners are chosen by cutting, the two highest against the two lowest. The party drawing the lowest card is the dealer and has the choice of seats and cards.

In cutting the ace is the lowest card; between cards of otherwise equal value the spade is the lowest, the heart next, the diamond next, the club the highest.

DEALING.

The cards having been shuffled, the dealer presents them

to the player at his right to be cut, so that each packet contains at least four cards. The dealer then delivers to each player in rotation, beginning to his left, one card at a time until the whole pack is dealt out, thus giving each player thirteen cards.

If two packs are used, the dealer's partner during the deal shuffles the second pack and places it ready for the player at the dealer's left to deal.

VALUE OF THE BID.

The value of trick-points varies in the different suits made trump, as shown in the table of values which follows. Their value may also be increased by doubling and redoubling, only one redouble, however, being allowed. Honors consist of Ace, King, Queen, Knave and Ten of the trump suit; when there are no trumps they consist of the four Aces and are scored by the partners who originally held them. Their values are given in the table which follows. It will be noted that doubling and redoubling do not effect the honor count.

TABLE OF VALUES.

Declaration.		Clubs,	Diamonds,	Hearts.	Spades.	No Trump.
Each trick above six counts.		6	7	8	9	10
Honors {	3 Honors.....	12	14	16	18	30
	4 Honors.....	24	28	32	36	40
	4 Honors. (All in one hand).....	48	56	64	72	100
	5 Honors.....	30	35	40	45	
	5 Honors. (Four in one hand).....	54	63	72	81	
	5 Honors. (All in one hand).....	60	70	80	90	
Rubber 250.		Grand Slam 100.		Little Slam 50.		

NULLOS.

This count borrowed from the game of "Skat" has not as yet been incorporated in the official laws of the game, although some people play it. It is a bid to lose tricks instead of winning them, so that a bid of two Nullos means that the bidder will compel his opponent to win eight tricks. The scoring value of the Nullo has not been definitely settled, some preferring 8 and others 10, in either case the Heart or No Trump bid beats the Nullo. The Nullo is also played by some without honors, and by others with the four aces as honors scoring against the players who originally held them.

DOUBLING AND REDOUBLING.

Doubling and redoubling doubles and quadruples the value of each trick over six, but it does not alter the value of a declaration. Doubling or redoubling does not effect any of the scores in the honor column. All that can be doubled or redoubled is the value of the trick points that count toward game. A declaration may be doubled and redoubled once but not more. All doubling must be in turn like any other bid. A double or redouble reopens the bidding and any of the succeeding players may in proper turn make a further declaration of higher value, thus allowing the bidder's partner or the bidder to take himself out by bidding some other suit.

SCORING.

Honor points score nothing toward the game, but they add to the ultimate value of the rubber. It often happens that one side will make the trick points and the other will score the honors. In order to keep the honor scores separate from the trick points, honor scores are placed "above the line," as shown in the specimen score sheet which fol-

lows. Trick scores are written downward, below the line, and honor scores are written upward, above the line.

In addition to the honors themselves, there are certain scores which go into the honor column, above the line. If one side wins all thirteen tricks, it adds 100 points in the honor column for "grand slam." Winning 12 out of the 13 counts 50 points for "little slam."

At the end of the rubber, the winners of the two games add 250 points to their honor score as a bonus. Both scores are then added up and the lower is deducted from the higher, the difference being the value of the rubber in points. It sometimes happens that the winners of the rubber lose a few points, on account of their adversaries' big honor score.

In the example score clip given in the margin WE are supposed to be the players that kept the score, and the figures put down were the results of the following play:

On the first hand WE dealt and made three tricks and simple honors in hearts, 24 below the line and 16 above. Then THEY dealt and made five by cards and 30 aces at no-trumps; 50 below, 30 above, winning the first game and drawing a line under the trick score to show that the game is ended.

Then WE dealt and made a little slam in diamonds, with four honors in one hand; 42 below; 56 and 50 above, the little slam being scored separately from the honors. A line was then drawn under the trick score, showing that the second game was ended.

On the third game of the rubber, THEY dealt and made four tricks and four honors between partners in hearts 32 "each way," that is, above and below the line. This

WE	THEY
50 56 16	250 32 30
24	50
42	
	32
188	394 188 206

ended the rubber and as THEY had won 2 out of 3 games, THEY added 250 points in the honor column.

The scores being added up, it will be found that WE have 188 points and THEY have 394, the difference being 206, which is the value of the rubber. It is usual to throw off any units below 5 and to add to 5 or above, so as to make it even tens. This rubber would be called 210 points.

When stakes are played for, they are either so much a point, or so much for ten points or a hundred points. Each player pays his right hand adversary the full value of the rubber. Playing penny points, or a dollar a hundred, WE would lose \$2.10 each on this rubber.

It will be seen that there is a double object in playing bridge; to win tricks enough to get the games that win the rubbers, and, to make the rubber as valuable as possible by adding to the scores in the honor column. This honor score must never be lost sight of, and is often valuable enough to justify the risk of losing something in trick points to secure it.

PLAYING THE HAND.

The cards having been dealt, the dealer looks at his cards and must make no bid or declare something, that is, he must declare to make at least one odd trick in some suit or in no-trumps. Each player in turn, beginning with the dealer's left-hand adversary, may now either pass, double the previous declaration, or bid on his own account, but a player cannot double his partner's declaration. Each successive bid must be an equal number of tricks of a more valuable declaration or a greater number of tricks. *e. g.*, three spades over three diamonds; five clubs over four hearts; four diamonds over three no trump.

No player is allowed a second bid, unless his declaration has been either doubled or outbid either by his partner or the adversaries before his turn comes round again; and

he who eventually plays the hand is called the Declarer, and the number of tricks his side has undertaken to score is called the Contract.

The bidding goes on in turn until all four players express themselves satisfied, when the player who originally declared the selected suit plays the hand; his left-hand adversary leads, and his partner puts his cards face upwards on the table and becomes the dummy.

An example may be the easiest way to explain the procedure of bidding for trumps. A and B are partners against Y and Z. A deals.

Round.

1st	A No. bid	Y "No"	B 1 club	Z "No"
2nd	A 1 diamond	Y "No"	B "No"	Z 1 heart
3rd	A "No"	Y "No"	B 2 diamonds	Z 2 hearts
4th	A "No"	Y "No"	B 2 no-trumps	Z "No"
5th	A "No"	Y 3 hearts	B "No"	Z "No"
	A "No"			

The contract is thus to score at least three odd tricks in hearts. Z is the declarer, and plays the hand, this because he is the partner who first named the suit, despite the fact that Y has actually made the final bid. A leads a card and Y becomes dummy.

The side that fulfills their contract score the value of their declaration and of all tricks over and above the contract below the line; but should they fail in making their contract—they score absolutely nothing at all, with the exception of their honors. Thus suppose the contracting side has declared to make two odd tricks in hearts, and actually make five by cards, they score 40 and game below; if, on the other hand, they only make one odd trick they score nothing.

But for each and every trick they are short of in their contract they pay a penalty of 50 points, or 100 if doubled and 200 if redoubled. These points or penalty tricks are

scored by the adversary in his honor column above the line, but do not in any way assist him towards winning the game. This is one of the most difficult points for the beginner to grasp, and he must lay it well to heart that he cannot under any conceivable possibility score below the line on his adversary's declaration. Though the Declarer lose a grand slam, the other side does not score one point below the line.

Another point that the beginner will stumble at is, that the loss paid in penalty tricks is quite irrespective of the suit in which the contract is made. The declarer loses 50 points for every trick he is short of, be his contract in clubs or no trump.

THE ELEVEN RULE.

To ascertain the number of cards superior to the fourth best led that are out against the leader, deduct the number of pips on the fourth-best card from eleven, and the remainder will give the number.

This being so, it is obvious that by deducting from eleven the spots on any card led, the third hand can always tell how many cards, higher than the one led, are out against his partner's suit.

All that remains for him to do is to look if any of those higher cards are in his own hand or in the Dummy and he will know that if there are any others, they must be in the fourth hand. If the third hand and the Dummy have as many higher cards as the difference between the card led and eleven, the dealer cannot have any.

This rule is absolutely infallible. Any person can demonstrate that for himself by laying out the cards. That it is of the greatest importance and usefulness in enabling the third hand to count his partner's suit is universally admitted.

THE LAWS OF AUCTION

REVISED TO JUNE, 1915.

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THE RUBBER.

1. A rubber continues until one side wins two games. When the first two games decide the rubber, a third is not played.

SCORING.

2. Each side has a trick score and a score for all other counts, generally known as the honor score. In the trick score the only entries made are points for tricks won (see Law 3), which count both toward the game and in the total of the rubber.

All other points, including honors, penalties, slam, little slam, and undertricks, are recorded in the honor score, which counts only in the total of the rubber.

3. When the declarer wins the number of tricks bid or more, each above six, counts on the trick score: six points when clubs are trumps, seven when diamonds are trumps, eight when hearts are trumps, nine when spades are trumps, and ten when the declaration is no trump.

4. A game consists of thirty points made by tricks alone. Every deal is played out, whether or not during it the game be concluded, and any points made (even if in excess of thirty) are counted.

5. The ace, king, queen, knave, and ten of the trump suit are the honors; when no trump is declared, the aces are the honors.

6. Honors are credited to the original holders; they are valued as follows:

WHEN A TRUMP IS DECLARED									
3* honors held between partners equal value of 2 tricks.									
4	"	"	"	"	"	"	"	4	"
5	"	"	"	"	"	"	"	5	"
4	"	in 1 hand			"	"	"	8	"
4	"	"	1	"	{ 5th in partner's hand }	"	"	9	"
5	"	"	1	"		"	"	10	"

WHEN NO TRUMP IS DECLARED									
3 aces held between partners count 30									
4	"	"	"	"	"	"	"	40	
4	"	"	in one hand			"	"	100	

7. Slam is made when partners take thirteen tricks.† It counts 100 points in the honor score.

8. Little slam is made when partners take twelve tricks.‡ It counts 50 points in the honor score.

9. The value of honors, slam, or little slam, is not affected by doubling or redoubling.

10. At the end of a rubber the side that has won two games score a bonus of 250 points. The trick, honor and bonus scores of each side are then added and the size of the rubber is the difference between the respective totals. The side having the higher score wins the rubber.

11. When a rubber is started with the agreement that the play shall terminate (*i. e.*, no new deal shall commence) at a specified time, and the rubber is unfinished at that hour, the score is made up as it stands, 125 being

*Frequently called "simple honors."

† Law 84 prohibits a revoking side from scoring slam, and provides that tricks received by the declarer as penalty for a revoke shall not entitle him to a slam not otherwise obtained.

‡ Law 84 prohibits a revoking side from scoring little slam, and provides that tricks received by the declarer as penalty for a revoke shall not entitle him to a little slam not otherwise obtained. When a declarer bid 7 and take 12 tricks he counts 50 for little slam, although his declaration fails.

added to the score of the winners of a game. A deal if started must be finished.

12. A proved error in the honor score may be corrected at any time before the score of the rubber has been made up and agreed upon.

13. A proved error in the trick score may be corrected at any time before a declaration has been made in the following game, or, if it occur in the final game of the rubber, before the score has been made up and agreed upon.

CUTTING.

14. In cutting the ace is the lowest card; between cards of otherwise equal value the spade is the lowest, the heart next, the diamond next, and club the highest.

15. Every player must cut from the same pack.

16. Should a player expose more than one card, the highest is his cut.

FORMING TABLES.

17. Those first in the room have the prior right to play. Candidates of equal standing decide their order by cutting; those who cut lowest play first.

18. Six players constitute a complete table.

19. After the table has been formed, the players cut to decide upon partners, the two lower play against the two higher. The lowest is the dealer, who has choice of cards and seats, and, having made his selection, must abide by it.*

20. The right to succeed players as they retire is acquired by announcing the desire to do so, and such announcements, in the order made, entitle candidates to fill vacancies as they occur.

CUTTING OUT.

21. If, at the end of a rubber, admission be claimed by one or two candidates, the player or players who have

* He may consult his partner before making his decision.

played the greatest number of consecutive rubbers withdraw; when all have played the same number, they cut to decide upon the outgoers; the highest are out.*

RIGHT OF ENTRY.

22. At the end of a rubber a candidate is not entitled to enter a table unless he declare his intention before any player cut, either for partners, for a new rubber, or for cutting out.

23. In the formation of new tables candidates who have not played at an existing table have the prior right of entry. Others decide their right to admission by cutting.

24. When one or more players belonging to an existing table aid in making up a new one, which cannot be formed without him or them, he or they shall be the last to cut out.

25. A player belonging to one table who enters another, or announces a desire to do so, forfeits his rights at his original table, unless the new table cannot be formed without him, in which case he may retain his position at his original table by announcing his intention to return as soon as his place at the new table can be filled.

26. Should a player leave a table during the progress of a rubber, he may, with the consent of the three others, appoint a substitute to play during his absence; but such appointment becomes void upon the conclusion of the rubber, and does not in any way affect the rights of the substitute.

27. If a player break up a table, the others have a prior right of entry elsewhere.

SHUFFLING.

28. The pack must not be shuffled below the table nor so the face of any card be seen.

*See Law 14 as to value of cards in cutting.

29. The dealer's partner must collect the cards from the preceding deal and has the right to shuffle first. Each player has the right to shuffle subsequently. The dealer has the right to shuffle last, but should a card or card be seen during his shuffling or while giving the pack to be cut, he must reshuffle.

30. After shuffling, the cards, properly collected, must be placed face downward to the left of the next dealer, where they must remain untouched until the end of the current deal.

THE DEAL.

31. Players deal in turn; the order of dealing is to the left.

32. Immediately before the deal, the player on the dealer's right cuts, so that each packet contains at least four cards. If, in or after cutting, and prior to the beginning of the deal, a card be exposed, or if any doubt exist as to the place of the cut, the dealer must reshuffle and the same player must cut again.

33. After the pack has been properly cut, it should not be reshuffled or recut except as provided in Law 32.

34. Should the dealer shuffle after the cut, his adversaries may also shuffle and the pack must be cut again.

35. The fifty-two cards must be dealt face downward. The deal is completed when the last card is dealt.

36. In the event of a misdeal, the same pack must be dealt again by the same player.

A NEW DEAL.

37. There *must* be a new deal :

- (a) If the cards be not dealt, beginning at the dealer's left into four packets one at a time and in regular rotation.
- (b) If, during a deal, or during the play, the pack be proved incorrect.
- (c) If, during a deal, any card be faced in the pack or exposed, on above, or below the table.

- (d) If more than thirteen cards be dealt to any player.*
- (e) If the last card do not come in its regular order to the dealer.
- (f) If the dealer omit having the pack cut, deal out of turn or with the adversaries' cards, and either adversary call attention to the fact before the end of the deal and before looking at any of his cards.

38. Should a correction of any offence mentioned in 37 *f* not be made in time, or should an adversary who has looked at any of his cards be the first to call attention to the error, the deal stands, and the game proceeds as if the deal had been correct, the player to the left dealing the next. When the deal has been with the wrong cards, the next dealer may take whichever pack he prefers.

39. If, prior to the cut for the following deal, a pack be proved incorrect, the deal is void, but all prior scores stand.†

The pack is not incorrect when a missing card or cards are found in the other pack, among the quitted tricks, below the table, or in any other place which makes it possible that such card or cards were part of the pack during the deal.

40. Should three players have their proper number of cards, the fourth, less, the missing card or cards, if found, belong to him, and he, unless dummy, is answerable for any established revoke or revokes he may have made just as if the missing card or cards had been continuously in his hand. When a card is missing, any player may search the other pack, the quitted tricks, or elsewhere for it.‡

If before, during, or at the conclusion of play, one player hold more than the proper number of cards, and another less, the deal is void.

41. A player may not cut, shuffle, or deal for his partner if either adversary object.

* This error, whenever discovered, renders a new deal necessary.

† A correct pack contains exactly fifty-two cards, one of each denomination.

‡ The fact that a deal is concluded without any claim of irregularity shall be deemed as conclusive that such card was part of the pack during the deal.

41*a*. A player may not lift from the table and look at any of his cards until the end of the deal. The penalty for the violation of this law is 25 points in the adverse honor score for each card so examined.

THE DECLARATION.

42. The dealer, having examined his hand, must either pass or declare to win at least one odd trick,* either with a specified suit, or at no trump.

43. The dealer having declared or passed, each player in turn, beginning on the dealer's left, must pass, make a higher declaration, double the last declaration made by an opponent, or redouble an opponent's double, subject to the provisions of Law 54.

44. When all four players pass their first opportunity to declare, the deal passes to the next player.

45. The order in value of declarations from the lowest up is clubs, diamonds, hearts, spades, no trump. To overcall a declaration, a player must bid, either

- (*a*) An equal number of tricks of a more valuable declaration or
- (*b*) A greater number of tricks.

E. g., 3 spades over 3 diamonds; 5 clubs over 4 hearts; 4 diamonds over 3 no trump.

46. A player in his turn may overbid the previous adverse declaration any number of times, and may also overbid his partner, but he cannot overbid his own declaration which has been passed by the three others.

47. The player who makes the final declaration† must play the combined hands, his partner becoming dummy, unless the suit or no trump finally declared was bid by the partner before it was called by the final declarer, in

* One trick more than six.

† A declaration becomes final when it has been passed by three players.

which case the partner, no matter what bids have intervened, must play the combined hands.

48. When the player of the two hands (hereinafter termed "the declarer") wins at least as many tricks as he declared, he scores the full value of the tricks won (see Law 3).*

48a. When the declarer fails to win as many tricks as he declares, neither he nor his adversaries score anything toward the game, but his adversaries score in their honor column 50 points for each undertrick (*i. e.*, each trick short of the number declared). If the declaration be doubled, the adversaries score 100 points; if redoubled, 200 points for each undertrick.

49. If a player make a declaration (other than passing) out of turn, either adversary may demand a new deal, may treat such declaration as void, or may allow such declaration to stand. In the latter case the bidding shall continue as if the declarations had been in turn. A pass out of turn, or a bid declared void does not affect the order of bidding, *i. e.*, it is still the turn of the player to the left of the previous declarer. The player who has bid out of turn may re-enter the bidding in his proper turn without penalty, but if he has passed out of his turn, he may only do so in case the declaration he has passed be overbid or doubled. If a declaration out of turn be made and the proper declarer then bid, such bid shall be construed as an election that the declaration out of turn is to be treated as void.

50. If a player make an insufficient declaration, either adversary may demand that it be made sufficient in the declaration named, in which case the partner of the declarer may not further declare unless an adversary subsequently bid or double.

50a. If a player who has been debarred from bidding under Laws 50 or 65, during the period of such prohibition,

*For amount scored by declarer, if doubled, see Laws 53 and 56.

make any declaration (other than passing), either adversary may decide whether such declaration stand, and neither the offending player nor his partner may further participate in the bidding even if the adversaries double or declare.

50b. A penalty for a declaration out of turn (see Law 49), an insufficient declaration (see Law 50), or a bid when prohibited (see Law 50a) may not be enforced if either adversary pass, double, or declare before the penalty be demanded.*

50c. Laws which give to either adversary the right to enforce a penalty, do not permit unlimited consultation. Either adversary may call attention to the offence and select the penalty, or may say, "Partner, you determine the penalty," or words to that effect. Any other consultation is prohibited,† and if it take place the right to demand any penalty is lost. The first decision made by either adversary is final and cannot be altered.

51. At any time during the declaration, a question asked by a player concerning any previous bid must be answered, but, after the final declaration has been accepted, if an adversary of the declarer inform his partner regarding any previous declaration, the declarer may call a lead from the adversary whose next turn it is to lead. If the dummy give such information to the declarer, either adversary of the declarer may call a lead when it is the next turn of the declarer to lead from either hand. A player, however, at any time may ask what declaration is being played and the question must be answered.

52. A pass or double once made may not be altered. No declaration may be altered after the next player acts.

Before action by the next player a no trump or suit declaration may be changed

* When the penalty for an insufficient declaration is not demanded, the bid over which it was made may be repeated unless some higher bid have intervened.

† The question, "Partner, will you select the penalty, or shall I?" is a form of consultation which is not permitted.

- (a) To correct the amount of an insufficient bid.
- (b) To correct the denomination but not the size of a bid in which, due to a *lapsus linguae*, a suit or no trump has been called which the declarer did not intend to name.

No other alterations may be made.

DOUBLING AND REDOUBLING.

53. Doubling and redoubling doubles and quadruples the value of each trick over six, but it does not alter the value of a declaration: *e. g.*, a declaration of "three clubs" is higher than "two spades" doubled or redoubled.

54. Any declaration may be doubled and redoubled once, but not more; a player may not double his partner's declaration, nor redouble his partner's double, but he may redouble a declaration of his partner which has been doubled by an adversary.

The penalty for redoubling more than once is 100 points in the adverse honor score or a new deal; for doubling a partner's declaration, or redoubling a partner's double it is fifty points in the adverse honor score. Either adversary may demand any penalty enforceable under this law.

55. Doubling or redoubling reopens the bidding. When a declaration has been doubled or redoubled, any one of the three succeeding players, including the player whose declaration has been doubled, may, in his proper turn, make a further declaration of higher value.

56. When a player whose declaration has been doubled wins the declared number of tricks, he scores a bonus of 50 points in his honor score, and a further 50 points for each additional trick. When he or his partner has redoubled, he scores 100 points for making the contract and an additional 100 for each extra trick.

57. A double or redouble is a declaration, and a player who doubles or redoubles out of turn is subject to the penalty provided by Law 49.

58. After the final declaration has been accepted, the play begins; the player on the left of the declarer leads.

DUMMY.*

59. As soon as the player on the left of the declarer leads, the declarer's partner places his cards face upward on the table, and the declarer plays the cards from that hand.

60. The partner of the declarer has all the rights of a player (including the right to call attention to a lead from the wrong hand), until his cards are placed face upward on the table.† He then becomes the dummy, and takes no part whatever in the play, except that he has the right:

- (a) To call the declarer's attention to the fact that too many or too few cards have been played to a trick;
- (b) to correct an improper claim of either adversary;
- (c) to call attention to a trick erroneously taken by either side;
- (d) to participate in the discussion of any disputed question of fact after it has arisen between the declarer and either adversary;
- (e) to correct an erroneous score;
- (f) to consult with and advise the declarer as to which penalty to exact for a revoke;
- (g) to ask the declarer whether he have any of a suit he has renounced.

The dummy, if he have not intentionally looked at any card in the hand of a player, has also the following additional rights:

- (h) To call the attention of the declarer to an established adverse revoke;
- (i) to call the attention of the declarer to a card exposed by an adversary or to an adverse lead out of turn.

61. Should the dummy call attention to any other incident in the play in consequence of which any penalty

* For additional laws affecting dummy, see 51 and 93.

† The penalty is determined by the declarer (see Law 66).

might have been exacted, the declarer may not exact such penalty. Should the dummy avail himself of rights (*h*) or (*i*), after intentionally looking at a card in the hand of a player, the declarer may not exact any penalty for the offence in question.

62. If the dummy, by touching a card or otherwise, suggest the play of one of his cards, either adversary may require the declarer to play or not to play such card.

62*a*. If the dummy call to the attention of the declarer that he is about to lead from the wrong hand, either adversary may require that the lead be made from that hand.

63. Dummy is not subject to the revoke penalty; if he revoke and the error be not discovered until the trick be turned and quitted, whether by the rightful winners or not, the revoke may not be corrected.

64. A card from the declarer's hand is not played until actually quitted, but should he name or touch a card in the dummy, such card is played unless he say, "I arrange," or words to that effect. If he simultaneously touch two or more such cards, he may elect which to play.

CARDS EXPOSED BEFORE PLAY.

65. After the deal and before the declaration has been finally determined, if any player lead or expose a card, his partner may not thereafter bid or double during that declaration,* and the card, if it belong to an adversary of the eventual declarer, is subject to call.† When the partner of the offending player is the original leader, the declarer may also prohibit the initial lead of the suit of the exposed card.

66. After the final declaration has been accepted and before the lead, if the partner of the proper leader expose or lead a card, the declarer may treat it as exposed or may

* See Law 50*a*.

† If more than one card be exposed, all may be called.

call a suit from the proper leader. A card exposed by the leader, after the final declaration and before the lead, is subject to call.

CARDS EXPOSED DURING PLAY.

67. After the original lead, all cards exposed by the declarer's adversaries are liable to be called and must be left face upward on the table.

68. The following are exposed cards :

- (1) Two or more cards played simultaneously ;
- (2) a card dropped face upward on the table, even though snatched up so quickly that it cannot be named ;
- (3) a card so held by a player that his partner sees any portion of its face ;
- (4) a card mentioned by either adversary as being held in his or his partner's hand.

69. A card dropped on the floor or elsewhere below the table, or so held that it is seen by an adversary but not by the partner, is not an exposed card.

70. Two or more cards played simultaneously by either of the declarer's adversaries give the declarer the right to call any one of such cards to the current trick and to treat the other card or cards as exposed.

70a. Should an adversary of the declarer expose his last card before his partner play to the twelfth trick, the two cards in his partner's hand become exposed, must be laid face upward on the table, and are subject to call.

71. If, without waiting for his partner to play, either of the declarer's adversaries play or lead a winning card, as against the declarer and dummy and continue (without waiting for his partner to play) to lead several such cards, the declarer may demand that the partner of the player in fault win, if he can, the first or any other of these tricks. The other cards thus improperly played are exposed.

72. If either or both of the declarer's adversaries throw his or their cards face upward on the table, such cards are exposed and liable to be called; but if either adversary retain his hand, he cannot be forced to abandon it. Cards exposed by the declarer are not liable to be called. If the declarer say, "I have the rest," or any words indicating the remaining tricks or any number thereof are his, he may be required to place his cards face upward on the table. He is not then allowed to call any cards his adversaries may have exposed, nor to take any finesse not previously proven a winner unless he announce it when making his claim.

73. If a player who has rendered himself liable to have the highest or lowest of a suit called (Laws 80, 86 and 92) fail to play as directed, or if, when called on to lead one suit, he lead another, having in his hand one or more cards of the suit demanded (Laws 66, 76, and 93), or if, when called upon to win or lose a trick, he fail to do so when he can (Laws 71, 80, and 92), or if, when called upon not to play a suit, he fail to play as directed (Laws 65 and 66), he is liable to the penalty for revoke (Law 84) unless such play be corrected before the trick be turned and quitted.

74. A player cannot be compelled to play a card which would oblige him to revoke.

75. The call of an exposed card may be repeated until it be played.

LEADS OUT OF TURN.

76. If either adversary of the declarer's lead out of turn, the declarer may either treat the card so led as exposed or may call a suit as soon as it is the turn of either adversary to lead. Should they lead simultaneously, the lead from the proper hand stands, and the other card is exposed.

77. If the declarer lead out of turn, either from his

own hand or dummy, he incurs no penalty, but he may not rectify the error unless directed to do so by an adversary.* If the second hand play, the lead is accepted.

78. If an adversary of the declarer lead out of turn, and the declarer follow either from his own hand or dummy, the trick stands. If the declarer before playing refuse to accept the lead, the leader may be penalized as provided in Law 76.

79. If a player called on to lead a suit have none of it, the penalty is paid.

CARDS PLAYED IN ERROR.

80. Should the fourth hand, not being dummy or declarer, play before the second, the latter may be required to play his highest or lowest card of the suit led, or to win or lose the trick. In such case, if the second hand be void of the suit led, the declarer in lieu of any other penalty may call upon the second hand to play the highest card of any designated suit. If he name a suit of which the second hand is void, the penalty is paid.†

81. If any one, except dummy, omit playing to a trick, and such error be not corrected until he has played to the next, the adversaries or either of them may claim a new deal; should either decide that the deal stand, the surplus card (at the end of the hand) is considered played to the imperfect trick, but does not constitute a revoke therein.‡

82. When any one, except dummy, plays two or more cards to the same trick and the mistake is not corrected, he is answerable for any consequent revokes he may make. When the error is detected during the play, the tricks may be counted face downward, to see if any contain more than four cards; should this be the case, the trick which

*The rule in Law 50c as to consultations governs the right of adversaries to consult as to whether such direction be given.

† Should the declarer play third hand before the second hand, the fourth hand may without penalty play before his partner.

‡ As to the right of adversaries to consult, see Law 50c.

contains a surplus card or cards may be examined and such card or cards restored to the original holder.*

THE REVOKE.†

83. A revoke occurs when a player, other than dummy, holding one or more cards of the suit led, plays a card of a different suit. It becomes an established revoke when the trick in which it occurs is turned and quitted by the rightful winners (*i. e.*, the hand removed from the trick after it has been turned face downward on the table), or when either the revoking player or his partner, whether in turn or otherwise, leads or plays to the following trick.

84. The penalty for each established revoke is:

- (a) When the declarer revokes, he cannot score for tricks and his adversaries add 100 points to their score in the honor column, in addition to any penalty which he may have incurred for not making good his declaration.
- (b) When either of the adversaries revokes, the declarer may either add 100 points to his score in the honor column or take three tricks from his opponents and add them to his own.‡ Such tricks may assist the declarer to make good his declaration, but shall not entitle him to score any bonus in the honor column in case the declaration has been doubled or redoubled, nor to a slam or little slam not otherwise obtained.§
- (c) When, during the play of a deal, more than one revoke is made by the same side, the penalty for each revoke after the first is 100 points.

The value of their honors is the only score that can be made by a revoking side.

85. A player may ask his partner if he have a card of the suit which he has renounced; should the question be asked before the trick be turned and quitted, subsequent turning and quitting does not establish a revoke, and the error may be corrected unless the question be answered

* Either adversary may decide which card shall be considered played to the trick which contains more than four cards.

† See Law 73.

‡ The dummy may advise the declarer which penalty to exact.

§ The value of the three tricks, doubled or redoubled, as the case may be, is counted in the trick score.

in the negative, or unless the revoking player or his partner have led or played to the following trick.

85*a*. Should the dummy leave the table during the play, he may ask his adversaries to protect him from revokes during his absence; such protection is generally called "the courtesies of the table" or "the courtesies due an absentee."

If he make such request the penalty may not be enforced for a revoke made by the declarer during the dummy's absence unless in due season an adversary have asked the declarer whether he have a card of the suit he has renounced.

86. If a player correct his mistake in time to save a revoke, any player or players who have followed him may withdraw his or their cards and substitute others, and the cards so withdrawn are not exposed. If the player in fault be one of the declarer's adversaries, the card played in error is exposed, and the declarer may call it whenever he pleases, or he may require the offender to play his highest or lowest card of the suit to the trick.

86*a*. If the player in fault be the declarer, either adversary may require him to play the highest or lowest card of the suit in which he has renounced, provided both his adversaries have played to the current trick; but this penalty may not be exacted from the declarer when he is fourth in hand, nor can it be enforced at all from the dummy.

87. At the end of the play the claimants of a revoke may search all the tricks. If the cards have been mixed, the claim may be urged and proved if possible; but no proof is necessary and the claim is established if, after it is made, the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries.

88. A revoke cannot be claimed after the cards have been cut for the following deal.

89. Should both sides revoke, the only score permitted is

for honors. In such case, if one side revoke more than once, the penalty of 100 points for each extra revoke is scored by the other side.

GENERAL LAWS.

90. A trick turned and quitted may not be looked at (except under Law 82) until the end of the play. The penalty for the violation of this law is 25 points in the adverse honor score.

91. Any player during the play of a trick or after the four cards are played, and before the trick is turned and quitted, may demand that the cards be placed before their respective players.

92. When an adversary of the declarer, before his partner plays, calls attention to the trick, either by saying it is his, or, without being requested to do so, by naming his card or drawing it toward him, the declarer may require such partner to play his highest or lowest card of the suit led, or to win or lose the trick.

93. An adversary of the declarer may call his partner's attention to the fact that he is about to play or lead out of turn; but if, during the play, he make any unauthorized reference to any incident of the play, the declarer may call a suit from the adversary whose next turn it is to lead. If the dummy similarly offend, either adversary may call a lead when it is the next turn of the declarer to lead from either hand.

94. In all cases where a penalty has been incurred, the offender is bound to give reasonable time for the decision of his adversaries.

NEW CARDS.

95. Unless a pack be imperfect, no player has the right to call for one new pack. When fresh cards are demanded, two packs must be furnished. When they are produced

during a rubber, the adversaries of the player demanding them have the choice of the new cards. If it be the beginning of a new rubber, the dealer, whether he or one of his adversaries call for the new cards, has the choice. New cards cannot be substituted after the pack has been cut for a new deal.

96. A card or cards torn or marked must be replaced by agreement or new cards furnished.

BYSTANDERS.

97. While a bystander, by agreement among the players, may decide any question, he should not say anything unless appealed to; and if he make any remark which calls attention to an oversight affecting the score, or to the exaction of a penalty, he is liable to be called upon by the players to pay the stakes (not extras) lost.

ETIQUETTE OF AUCTION.

In the game of Auction slight intimations convey much information. The code succinctly states laws which fix penalties for an offence. To offend against etiquette is far more serious than to offend against a law; for in the latter case the offender is subject to the prescribed penalties; in the former his adversaries are without redress.

1. Declarations should be made in a simple manner, thus: "one heart," "one no trump," "pass." "double"; they should be made orally and not by gesture.

2. Aside from his legitimate declaration, a player should not show by word or gesture the nature of his hand, or his pleasure or displeasure at a play, bid, or double.

3. If a player demand that the cards be placed, he should do so for his own information and not to call his partner's attention to any card or play.

4. An opponent of the declarer should not lead until the preceding trick has been turned and quitted; nor, after

having led a winning card, should he draw another from his hand before his partner has played to the current trick.

5. A card should not be played with such emphasis as to draw attention to it, nor should a player detach one card from his hand and subsequently play another.

6. A player should not purposely incur a penalty because he is willing to pay it, nor should he make a second revoke to conceal a first.

7. Conversation during the play should be avoided, as it may annoy players at the table or at other tables in the room.

8. The dummy should not leave his seat to watch his partner play. He should not call attention to the score nor to any card or cards that he or the other players hold.

9. If a player say, "I have the rest," or any words indicating that the remaining tricks, or any number thereof, are his, and one or both of the other players expose his or their cards, or request him to play out the hand, he should not allow any information so obtained to influence his play.

10. If a player concede, in error, one or more tricks, the concession should stand.

11. A player having been cut out of one table should not seek admission in another unless willing to cut for the privilege of entry.

THREE-HANDED AUCTION.

The Laws of Auction govern the three-handed game except as follows:

(1) Three players take part in a game and four constitute a complete table; each plays for himself; there are no partners, except as provided in Law 7.

(2.) The player who cuts lowest selects his seat and the cards with which he deals first. The player who cuts next lowest sits on the dealer's left.

(3) The cards are dealt in four packets, one for each of the three players and one for the dummy.* The dummy hand is not touched until after the final declaration has been made.

(4.) The dealer declares, and the bidding continues as in Auction, except that each player bids exclusively on his own account.

(5) The penalty for a declaration out of turn is that each of the other players receives 50 points in his honor score. A declaration out of turn does not affect the right of the player whose turn it is to declare, unless both he and the other player, either by passing or declaring, accept the improper declaration.

(6.) If a player declare out of turn, and the succeeding player either pass or declare, the third player may demand that the mistake be corrected as is provided in Law 5. In such case the player who first declared out of turn is the only one penalized.

(7.) The player making the final declaration, *i. e.*, a declaration that has been passed by both of the others, plays his own hand and that of the dummy against the other two, who then, and for that particular hand, assume the relationship of partners.

(8) It is advisable that the game be played at a round table so that the hand of the dummy can be placed in front of the declarer without obliging any player to move; but, in the event of a square table being used, the two players who become the adversaries of the declarer should sit opposite each other, the dummy being opposite the declarer. At the end of the play the original positions should be resumed.

(9) If, after the deal has been completed and before the conclusion of the declaration, any player expose a card, each of his adversaries counts 50 points in his honor score, and the declarer, if he be not the offender, may call

*This hand is generally dealt opposite to the dealer.

upon the player on his left to lead or not to lead the suit of the exposed card. If a card be exposed by the declarer after the final declaration, there is no penalty, but if exposed by an adversary of the declarer, it is subject to the same penalty as in Auction.

(10) If a player double out of turn, each of his adversaries counts 100 points in his respective honor score, and the player whose declaration has been doubled may elect whether the double shall stand. The bidding is then resumed, but if the double shall be disallowed, the declaration may not be doubled by the other player.

(11) The rubber continues until two games have been won by the same player; it may consist of two, three, or four games.

(12) When the declarer fulfils his contract, he scores as in Auction. When he fails to do so, both of his adversaries score as in Auction.

(13) Honors are scored by each player separately, *i. e.*, each player who holds one honor scores the value of a trick; each player who holds two honors scores twice the value of a trick; a player who holds three honors scores three times the value of a trick; a player who holds four honors scores eight times the value of a trick; and a player who holds five honors scores ten times the value of a trick. In a no-trump declaration, each ace counts ten, and four held by one player count 100. The declarer counts separately both his own honors and those held by the dummy.

(14) A player scores 125 points for winning a game, a further 125 points for winning a second game, and 250 points for winning a rubber.

(15) At the end of the rubber, all scores of each player are added and his total obtained. Each one wins from or loses to each other the difference between their respective totals. A player may win from both the others, lose to one and win from the other, or lose to both.

DUPLICATE AUCTION.

Duplicate Auction is governed by the Laws of Auction, except in so far as they are modified by the following special laws:

A. Scoring. In Duplicate Auction there are neither games nor rubbers. Each deal is scored just as in Auction, with the addition that whenever a pair makes 30 or more for tricks as the score of one deal, it adds as a premium 125 points in its honor column.

B. Irregularities in the Hands. If a player have either more or less than his correct number of cards, the course to be pursued is determined by the time of the discovery of the irregularity.

- (1) When the irregularity is discovered before or during the original play: There must be a new deal.
- (2) When the irregularity is discovered at the time the cards are taken up for overplay and before such overplay has begun: It must be sent back to the table from which it came, and the error be there rectified.
- (3) When the irregularity is not discovered until after the overplay has begun: In two-table duplicate there must be a new deal; but in a game in which the same deals are played at more than two tables, the hands must be rectified as is provided above and then passed to the next table without overplay at the table at which the error was discovered; in which case, if a player have less than thirteen cards and his adversary the corresponding surplus, each pair takes the average score for that deal; if, however, his partner have the corresponding surplus, his pair is given the lowest score and his opponents the highest score made at any table for that deal.

C. Playing the cards. Each player, when it is his turn to play, must place his card, face upward, before him and toward the centre of the table. He must allow it to remain upon the table in this position until all have played to the trick, when he must turn it over and place it face downward, nearer to himself; if he or his partner have won the trick, the card should point toward his partner

and himself; otherwise it should point toward the adversaries.

The declarer may either play dummy's cards or may call them by name whenever it is dummy's turn to play and have dummy play them for him.

A trick is turned and quitted when all four players have turned and ceased to touch their respective cards.

The cards must be left in the order in which they were played until the scores of the deal have been recorded.

D. The Revoke. A revoke may be claimed at any time before the last trick of the deal in which it occurs has been turned and quitted and the scores of that deal agreed upon and recorded, but not thereafter.

E. Error in Score. A proven error in the trick or honor score may be corrected at any time before the final score of the contestants for the deal or deals played before changing opponents has been made up and agreed upon.

F. A New Deal. A new deal is not allowed for any reason, except as provided in Laws of Auction 36 and 37. If there be an impossible declaration some other penalty must be selected.* A declaration (other than passing) out of turn must stand;† as a penalty, the adversaries score 50 honor points in their honor column and the partner of the offending player cannot thereafter participate in the bidding of that deal.

The penalty for the offence mentioned in Law 81 is 50 points in the adverse honor score.

G. Team Matches. A match consists of any agreed number of deals, each of which is played once at each table.

The contesting teams must be of equal size, but each may consist of any agreed number of pairs (not less than two). One half of each team, or as near thereto as possible, sits north and south; the other half east and west.

In case the teams are composed of an odd number of

* See Law 50. The same ruling applies to Law 54.

† This includes a double or redouble out of turn. See Law 57.

pairs, each team, in making up its total score, adds, as though won by it, the average score of all pairs seated in the positions opposite to its odd pair.

In making up averages, fractions are disregarded and the nearest whole numbers taken, unless it be necessary to take the fraction into account to avoid a tie, in which case the match is won "by the fraction of a point." The team making the higher score wins the match.

H. Pair Contests. The score of a pair is compared only with other pairs who have played the same hands. A pair obtains a plus score for the contest when its net total is more than the average; a minus score for the contest when its net total is less than the average.

STRAIGHT BRIDGE.

The laws of Auction Bridge cover most of the points in Straight Bridge, except a few changes which will be briefly noted. In Straight Bridge, after all the cards have been correctly dealt out, the dealer picks up his thirteen and examines them. He then has the privilege of naming any suit for a trump or of declaring to play without a trump. If his cards are not strong enough to justify him in making any selection, he must ask his partner to do so, by saying, "I leave it," or "You make it, Partner," or some such expression, which will notify all the players that the make is "passed." The dealer's partner then examines his cards and he must declare something or other, but without any consultation with or advice from the dealer.

After the dealer or his partner has once legitimately made a declaration, the adversaries cannot change it, but they may increase the value of the trick points by doubling or redoubling.

The trump declared, the eldest hand leads any card he pleases, and then the dealer's partner, the dummy, lays all his thirteen cards face upward on the table, properly

sorted into suits, the trumps, if any, on his right hand. From that point on, the dealer plays both his own cards and the dummy's, dummy not being allowed to take any part in the play or to offer any suggestions or make any remarks except to ask his partner if he has none of a suit to which he renounces. This question dummy should be very careful to ask upon every occasion, as the penalty for a revoke is very severe. Dummy may also correct the claim of the adversaries to a penalty to which they are not entitled and he may call attention to the fact that a trick is not complete.

OBJECTS OF THE GAME.

The object of the game is to make points and these are accumulated by winning tricks and scoring for the honors held. There being thirteen tricks to be played for in each hand, one side or the other must always win a majority. The first six of these tricks taken by one side do not count. They are called "the book." But every trick over six taken by the same partners counts toward game, a game being 30 points.

TABLE OF TRICK VALUES.

If Spades are trumps, each trick counts.....	2
If Clubs are trumps, each trick counts.....	4
If Diamonds are trumps, each trick counts.....	6
If Hearts are trumps, each trick counts.....	8
If there are No Trumps, each trick counts.....	12

THE GAME OF RUM.

From the Game of Rum and how to play it.

Copyright, 1913, by Dick & Fitzgerald.

This game, which seems to be gaining steadily in popularity, is practically Coon Can for more than two players. There are three forms of the game. When two play with the forty-card pack the game is straight Coon Can. (*See* page 340.) When three play they use the complete pack of fifty-two cards, with or without the Joker. When four or five play, they use two packs of fifty-two cards each and two Jokers, all shuffled together and used as one pack. In Coon Can the forty-card pack is formed by throwing out the Kings, Queens and Jacks from the complete pack, the cards ranking from Ten down to the Ace. A variation of this two-handed game, however, is now extensively played by using the complete pack, with or without the Joker, the play being the same as in the four or five handed game.

The cards rank from the King down to the Joker, the Ace being the next lowest to the Joker. In play, the Ace may be used to form a sequence of Ace, Two, Three, or of Ace, King, Queen, but it will not form a round-the-corner straight, such as King, Ace, Two.

The Joker may be called anything the holder pleases, but if it is laid out at either end of a sequence, any player may remove it to the other end, provided he can play a card that will take its place, or connect with it. Thus, with the Joker, Five, Six, Seven of hearts on the table, a player holding the Four of hearts may remove the Joker to the place of the Eight and lay the Four next the Five. Or, if he held the Nine of hearts, he could shift the Joker from the Five end to the Seven end, calling it the Eight, and then add his Nine.

A Joker in the interior of a sequence cannot be moved, and once moved from the end of a sequence it cannot be moved again. It is usually placed crossways to show that it has been moved once.

No card once placed in a combination can be shifted to another combination under any circumstances.

CUTTING AND DEALING.

The first deal and the choice of seats is determined by drawing from an outspread pack, and the highest card wins, those drawing the next higher having the seats in order to the left. In some places it is the rule to throw the cards round for a redistribution of seats (if any player demands it) at the end of each hour's play.

In cutting to the dealer, at least four cards must be left in each packet and the cards are then dealt one at a time until each player has ten. The next card is turned face up to start the stock, the remainder of the pack being left on the table face down, beside the stock.

Any player being dealt a wrong number of cards must announce it before he draws a card, and demand a new deal, or he will have to pay for every card he holds, not being allowed to draw or discard or lay out anything that deal. There is no new deal for cards exposed in dealing or found exposed in the pack. A player dealing out of turn must be stopped before he turns up for the stock, or the deal stands.

The deal completed, the player to the left of the dealer must draw a card from the top of the pack, without showing it, or he must take the card exposed on the top of the stock. After he has made his play, or decides not to make any, he must discard a card in place of the one drawn, and this discard must always be placed on the stock, face up, burying the card under it, if any. Each player to the left in turn then draws, plays, and discards.

OBJECT OF THE GAME.

The object of the game is for the player to get rid of all the cards dealt him, together with those drawn, eleven in all, by forming sequences of three or more in the same suit, or laying down three or more of the same denomination. He may lay down as many cards or as many combinations as he likes after drawing and before discarding, but he is not obliged to lay down any, even if able to do so. His last card may either be discarded or laid on a combination that it fits.

All combinations of three or more cards must be laid on the table face up and then become public property until the end of the game, any player having the right to add one or more cards in his proper turn, if he has those that will fit. Once having discarded, the player is not allowed to lay out any card until it comes round to his turn again.

The player who first lays out or discards all his cards wins the game, and each of the others must pay him the pip value of the cards left in their hands; the Jokers counting fifteen each, Aces eleven each, Kings, Queens and Jacks ten each, and all others their face value.

If no player succeeds in getting rid of all his cards before the pack is exhausted, the stock is turned face down and drawn from as if it were the remainder of the pack. If this does not end it, each hand is shown and paid for, the amount going into a pool to be won on the next deal.

THE PLAY.

If the player touches either the pack or the stock, he must take the top card of whichever he touched. When the card in sight on the stock does not fit anything in the player's hand he may take a chance on drawing from the pack, and his object should be to get cards that will fill or add to combinations in his hand or on the table. Failing this, he should exchange expensive cards for ones of less value, so as to have less to pay for at the end of the game. It is considered bad policy to lay out combinations too soon, because it allows other players to get rid of their odd cards, but if cards are held too long they may all have to be paid for.

Some players do not believe in laying down anything but odd cards to other combinations until they can lay down the whole hand, but as soon as any player lays down six or seven cards, it is time to run to cover. If you have a card that another player wants, and he does not sit next you on the left, discard it, and the next player must either take it or bury it.

The game is usually played for so much a point, but when a prize is offered each may start with 100 or 200 points and wipe off the points won, taking no notice of losses. If there is a time limit, the one with the best score at the end of that time is the winner.

FOR THREE PLAYERS.

This may be played with a full pack, with or without the Joker added. The only difference between this form and that for four or five persons is that only seven cards are dealt to each player, and the discards to the stock are laid out on the table separately, so that no cards are buried, and each player in turn has a chance to get any card discarded by another player.

Howle's GAMES

BY
"TRUMPS"

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